



“Don’t Look”
1034-230
Final Board

Date 07/14/15

- ☒ Board Team Final
- ☒ Network Approval Board
- ☒ Record Board
- ☒ Animatic Scan Board
- ☒ Conformed Board 07/14/15
- ☐ Design Board
- ☒ Final Board

Adventure Time Created by
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Supervising Director
Andres Salaff

Storyboard by
Somvilay Xayaphone &
Seo Kim

Animation Studio
RDK

AUG 14 2015

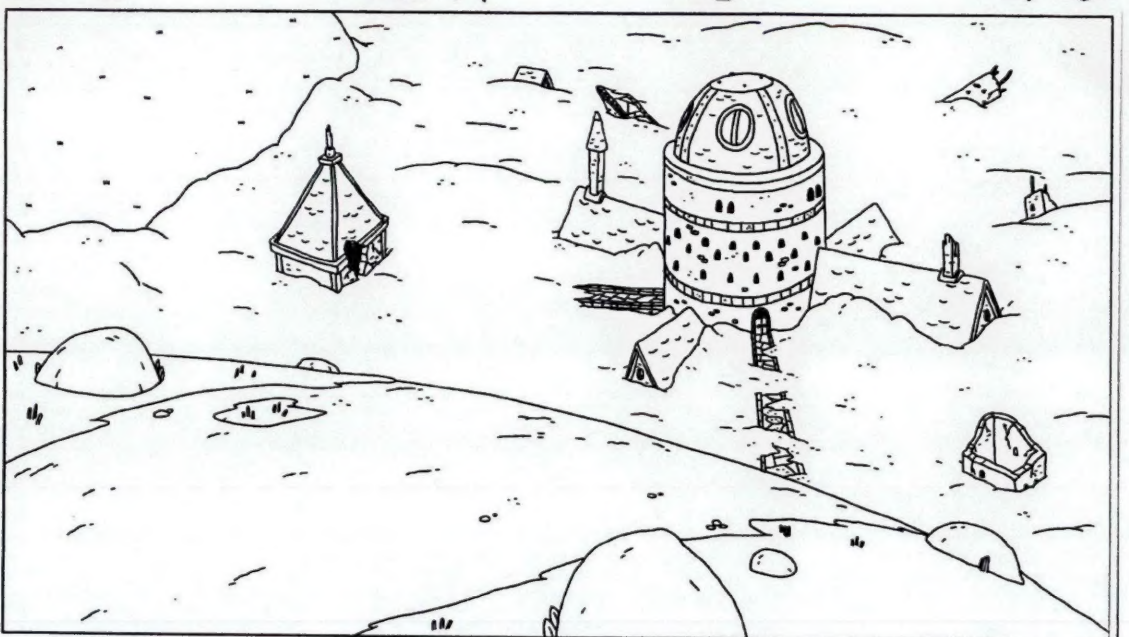
ADVENTURE TIME



Sc. Pnl. Bg. day night



Sc. 01 Pnl. A Bg. day night



Dialog:
Action:
Timing:

- EXT. LIBRARY

EPISODE # 1034-230

Production :

1034/230

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ADVENTURE TIME



NO SC 3

Page 02
day night

Sc. 02

Pnl. A

Bg.

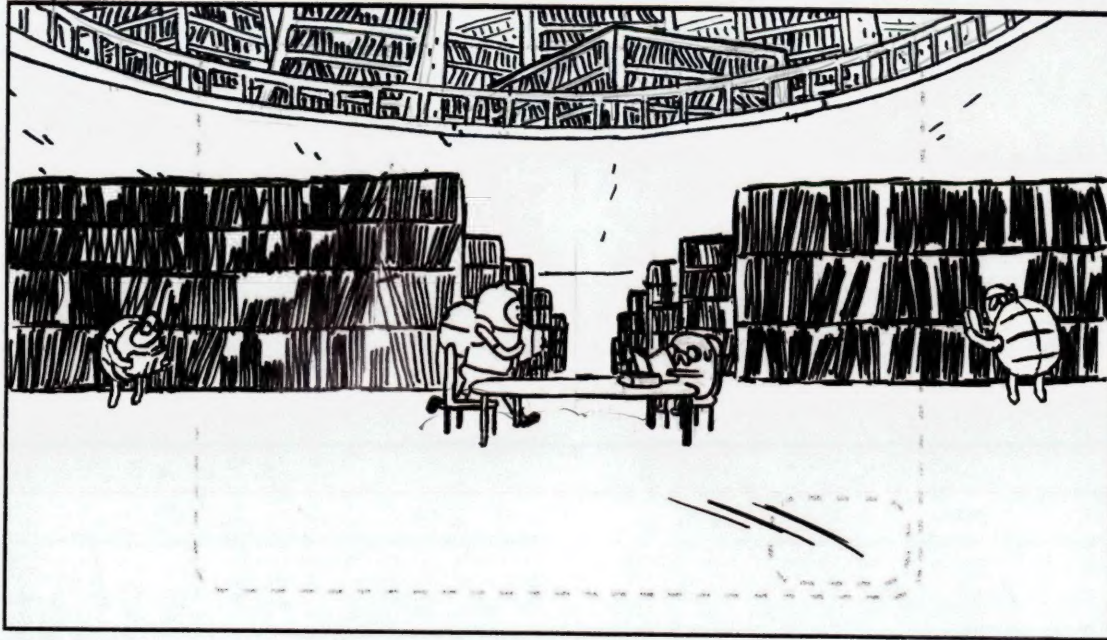
day night

Sc.

Pnl.

Bg.

day night



Dialog:

JAKE: Hmm --

Action: - Finn pacing back and forth
as he reads.



Timing:

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Production :

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ADVENTURE TIME

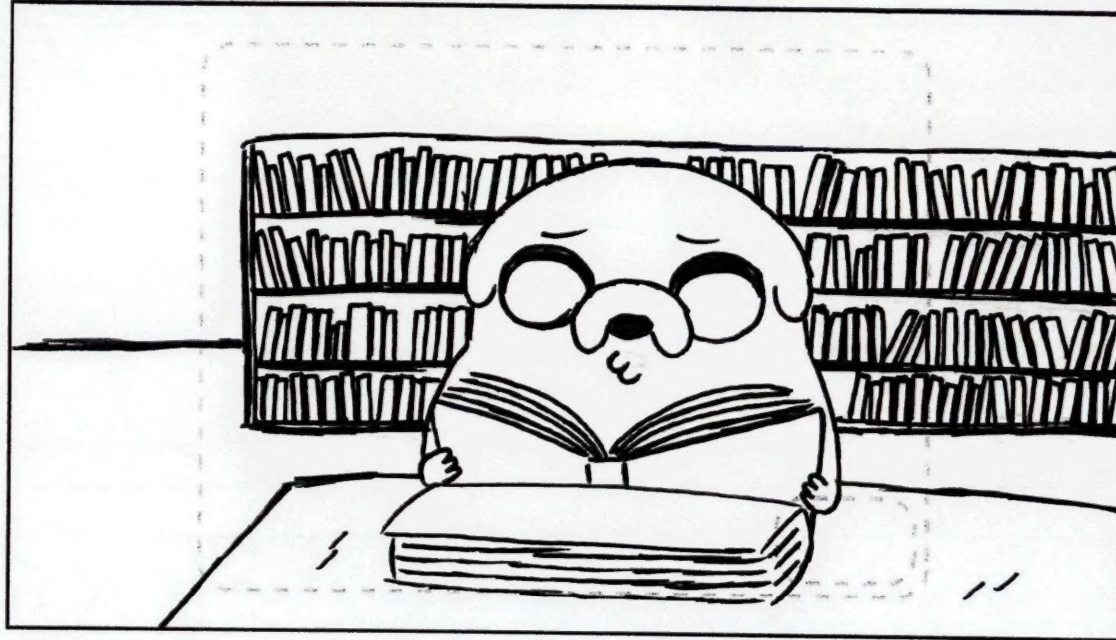


Sc. 09

Pnl. A

Bg.

day night

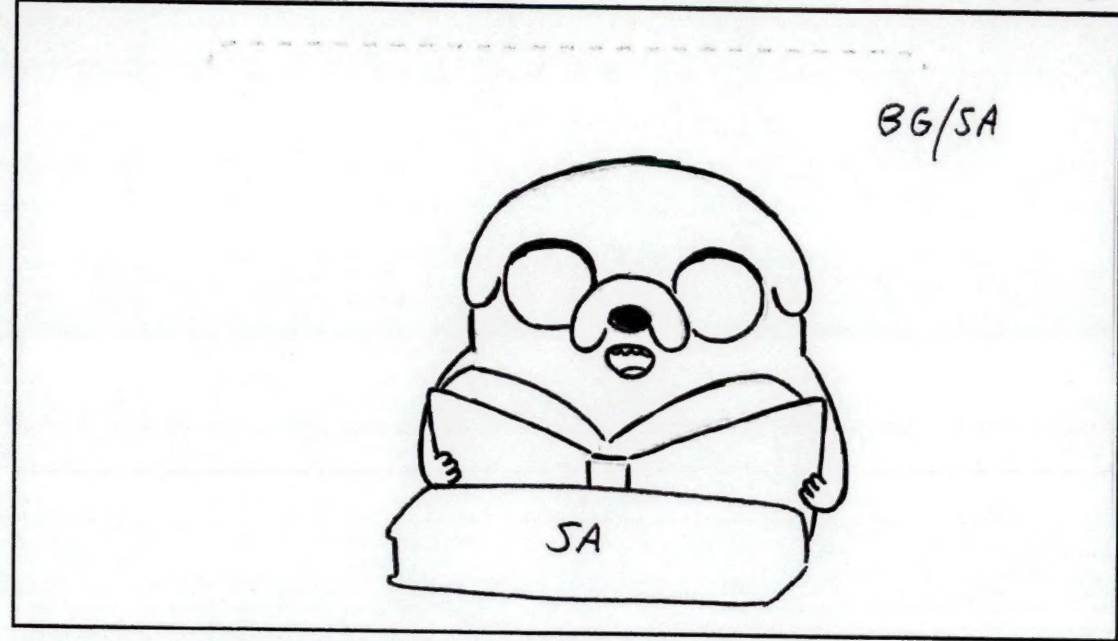


Sc. 04

Pnl. B

Bg.

day night



Dialog:

J: Make more friends with
sing talking

Action:

Jake reading to himself.

Timing:

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Production :

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1034,230

ADVENTURE TIME



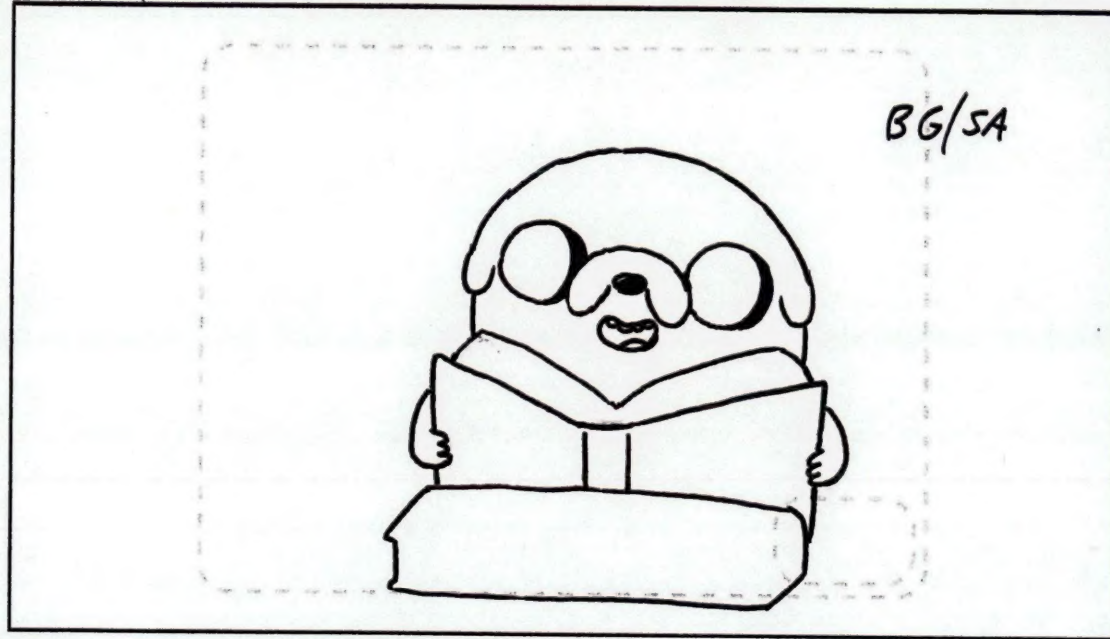
Page 04

Sc. 04

Pnl. C

Bg.

day night



Sc. 05

Pnl. A

Bg.

day night



Dialog:

J: ^(SING-TALKING) Hey there Finn whatcha reading?

Action:

- J. LOOKS UP.

- F. WALKS ON/S.

Timing:

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Production :

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ADVENTURE TIME



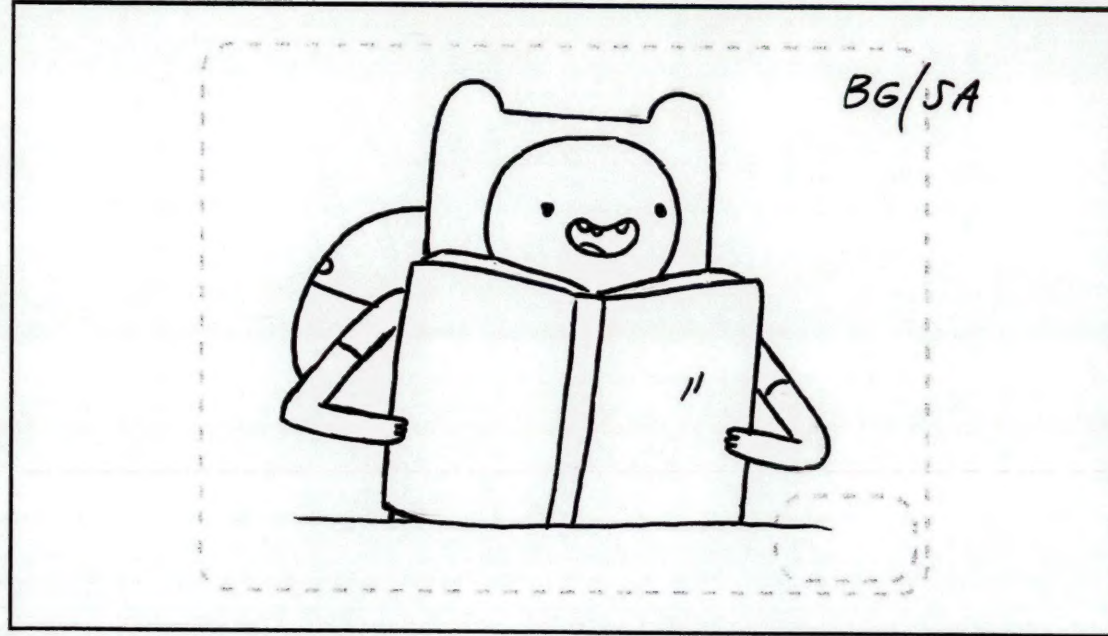
Page 05

Sc. 05

Pnl. B

Bg.

day night

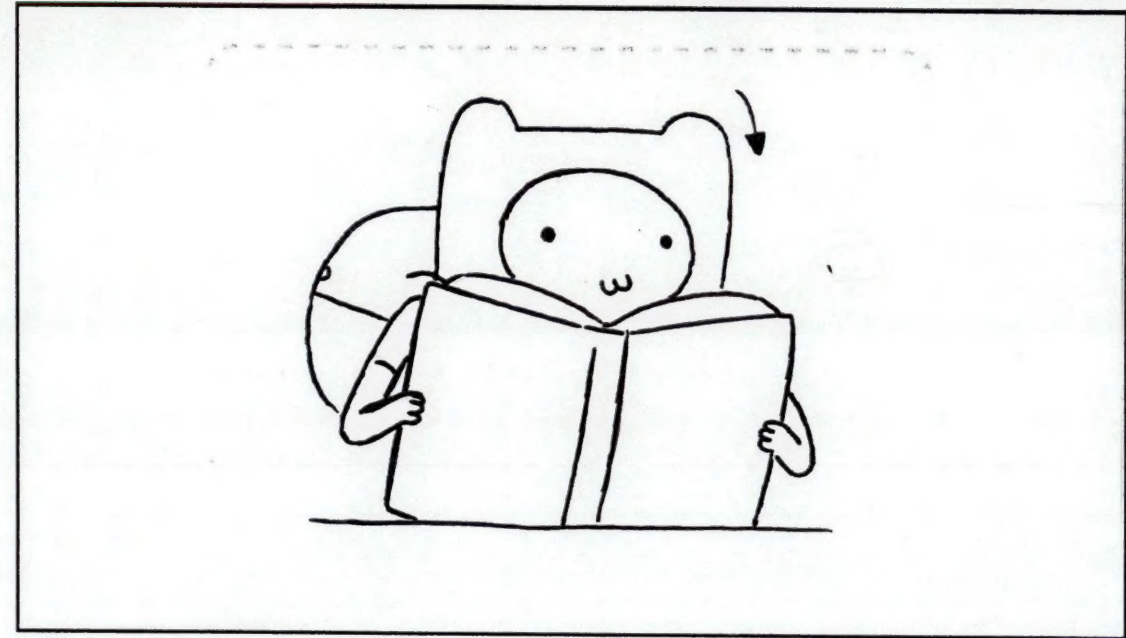


Sc. 5

Pnl. C

Bg.

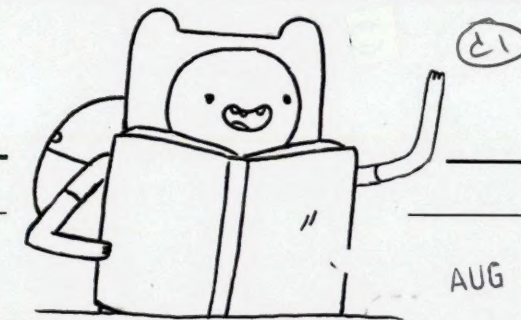
day night



Dialog: F: It's a manuscript about the legend of Dead Mountain. F: Supposedly if you get to the top, there's a treasure that will change you into the person you always wanted to be.

Action:

Timing:



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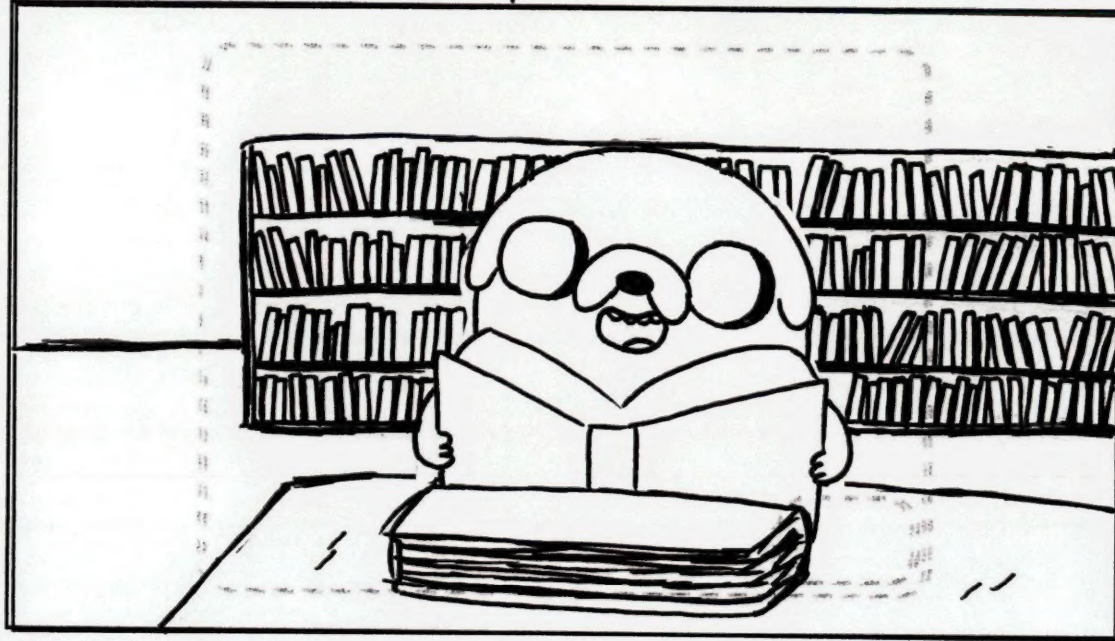
Page 06

Sc. 06

Pnl. A

Bg.

day night

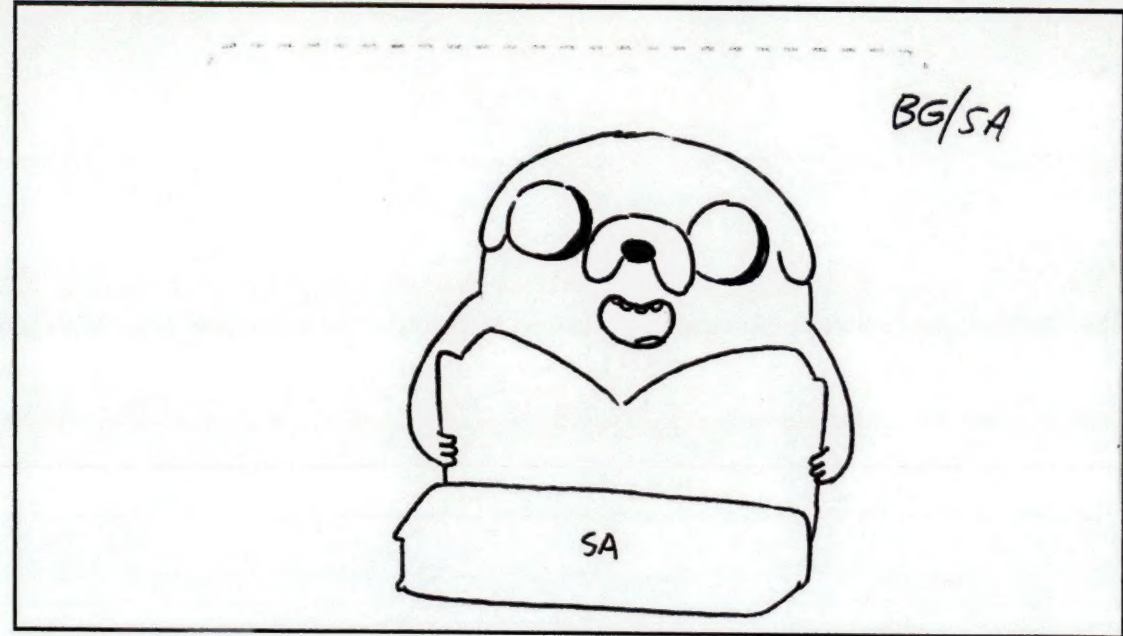


Sc. 06

Pnl. B

Bg.

day night



Dialog:

J: Ha, that's a dumb story!

J: I love dumb stories. What would you change about yourself. IF YOU GOT THAT TREASURE.

Action:

Timing:

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Production :

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ADVENTURE TIME



Page 07

Sc. 06

Pnl. C

Bg.

day night



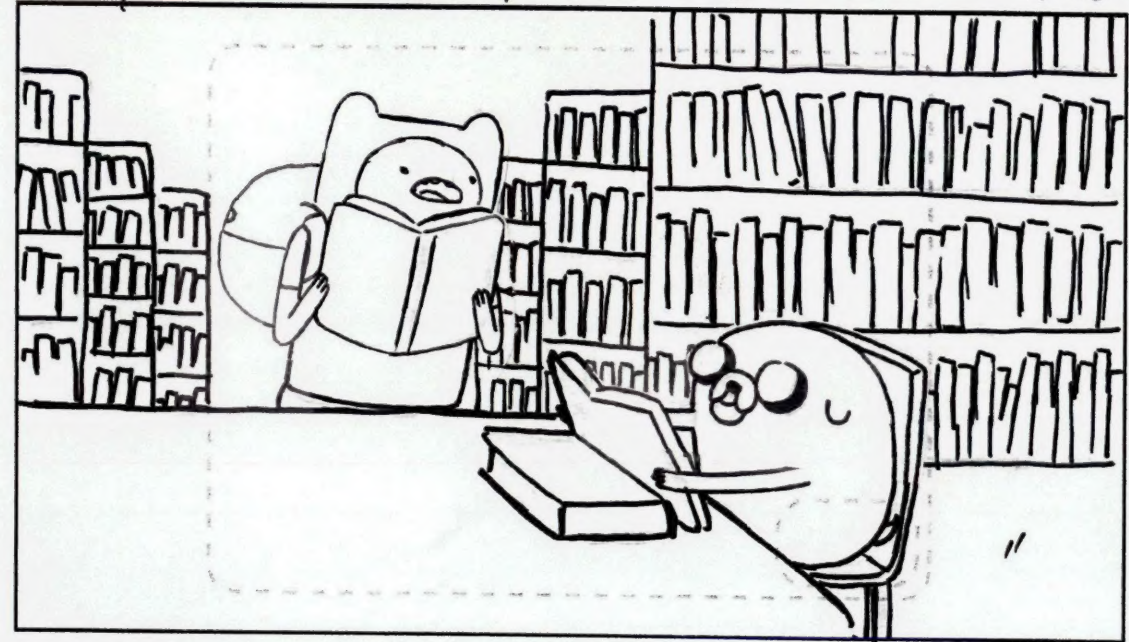
BG/SA

Sc. 07

Pnl. A

Bg.

day night



Dialog:

J: Fix your weird cursed grass arm so it wouldn't be weird and cursed?

F: Nah, I'd like to be taller.

Action:

- J. WAVES ARM

Timing:



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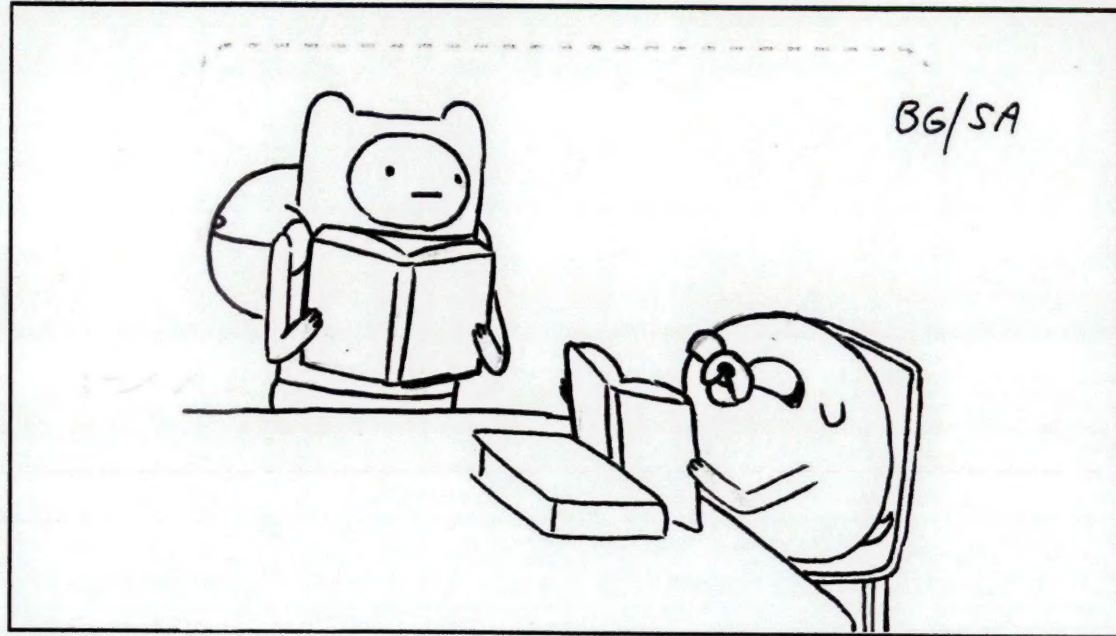
Page 08

Sc. 07

Pnl. B

Bg.

day night

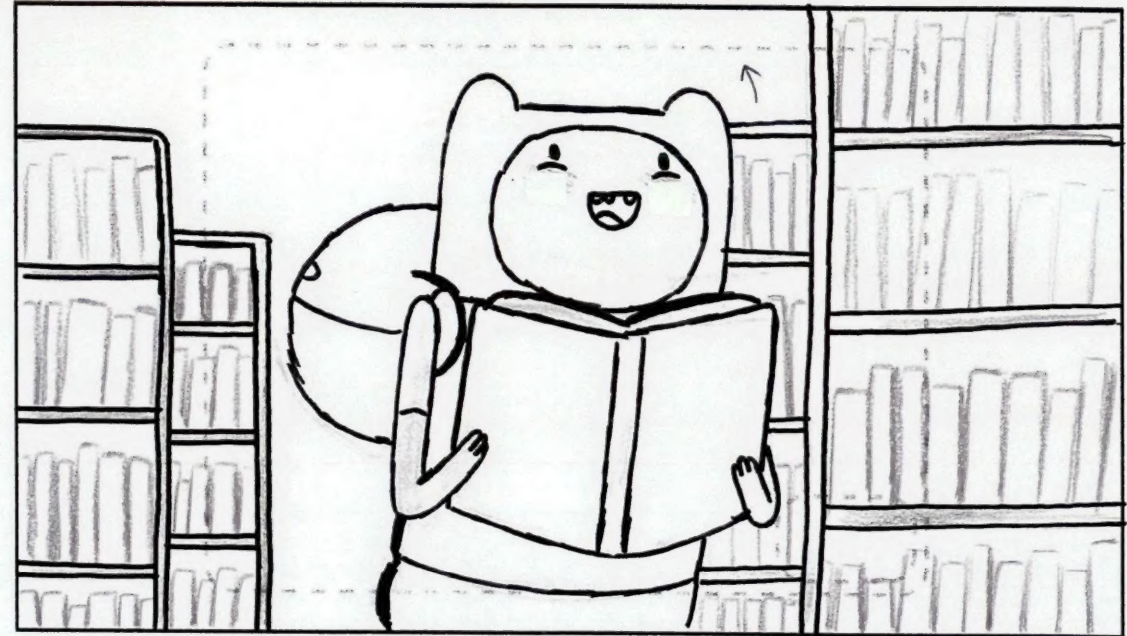


Sc. 08

Pnl. A

Bg.

day night



Dialog:

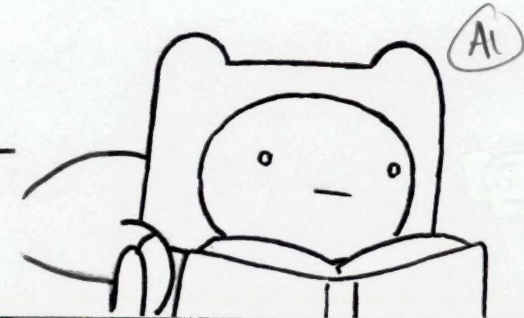
J: How tall we talkin' about?

F: Oh, I don't know,

Action:

-F. Looks UP.

Timing:



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ADVENTURE TIME



Page 09

Sc. 08

Pnl. B

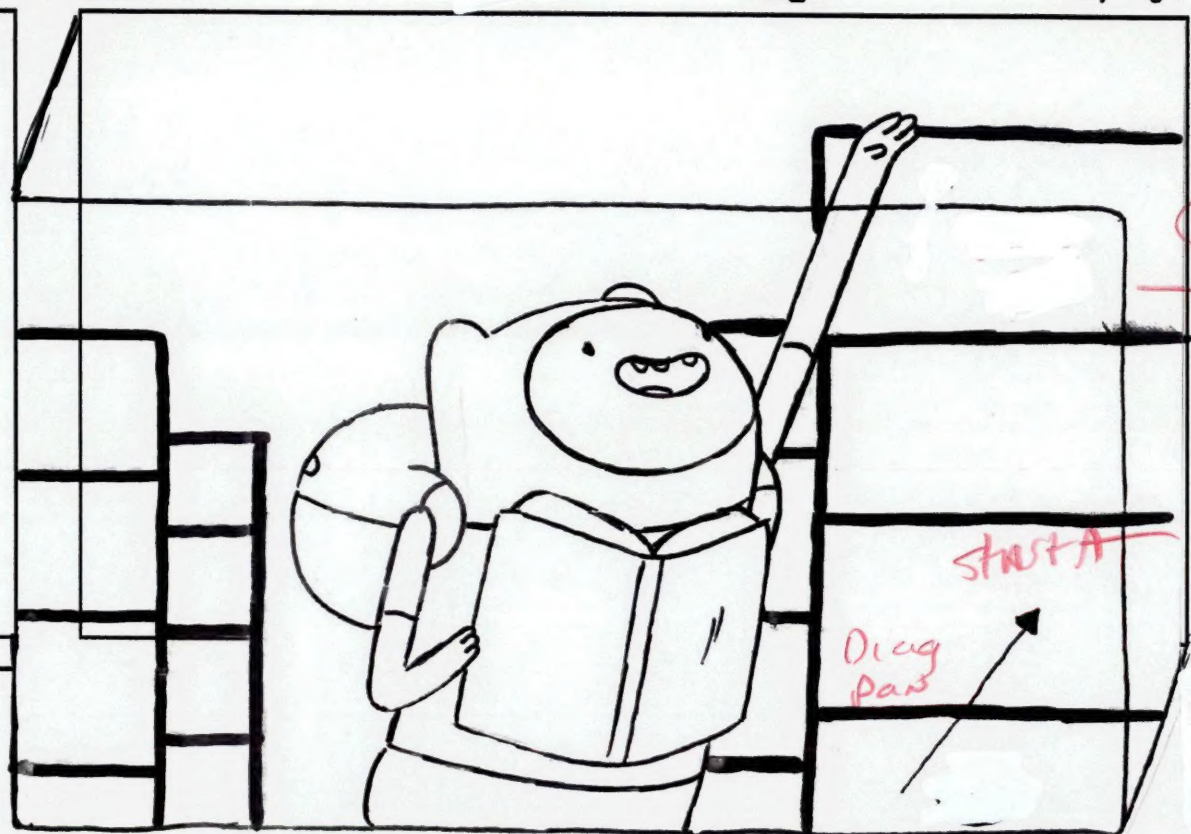
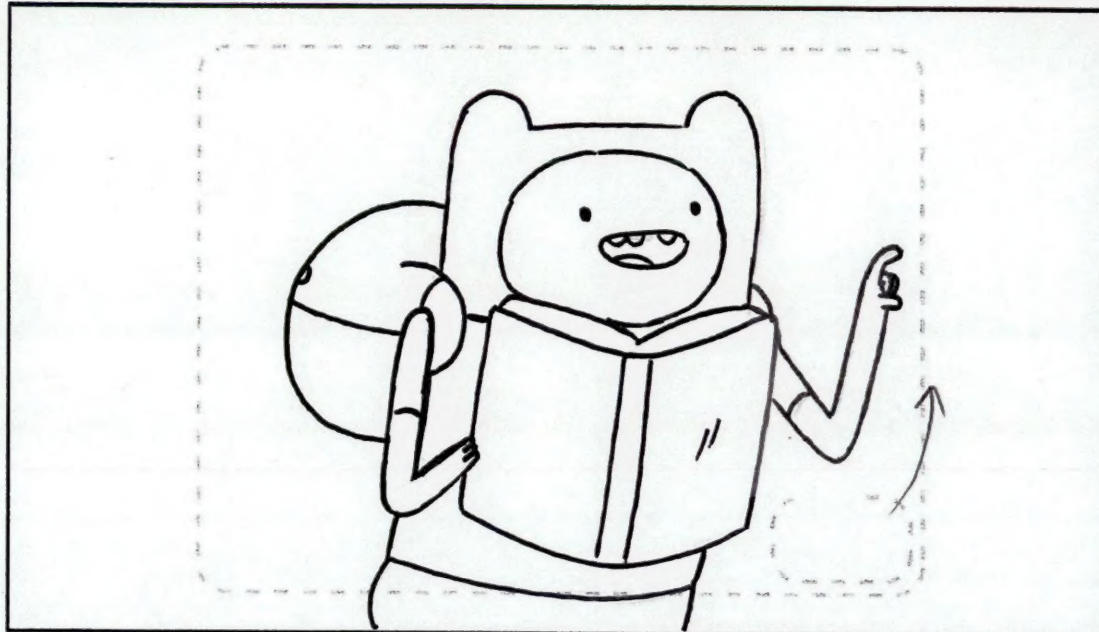
Bg.

day night

Sc. 08

Bg.

day night



Dialog:

F: well couple of inches...

Action:

F: say...

- FINN RAISES HAND. ADJ. W/ ACTION

Timing:

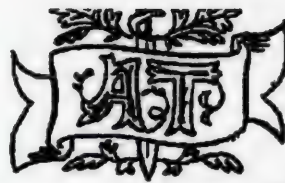
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ADVENTURE TIME



Page 10

Sc. 08

Pnl. D

Bg.

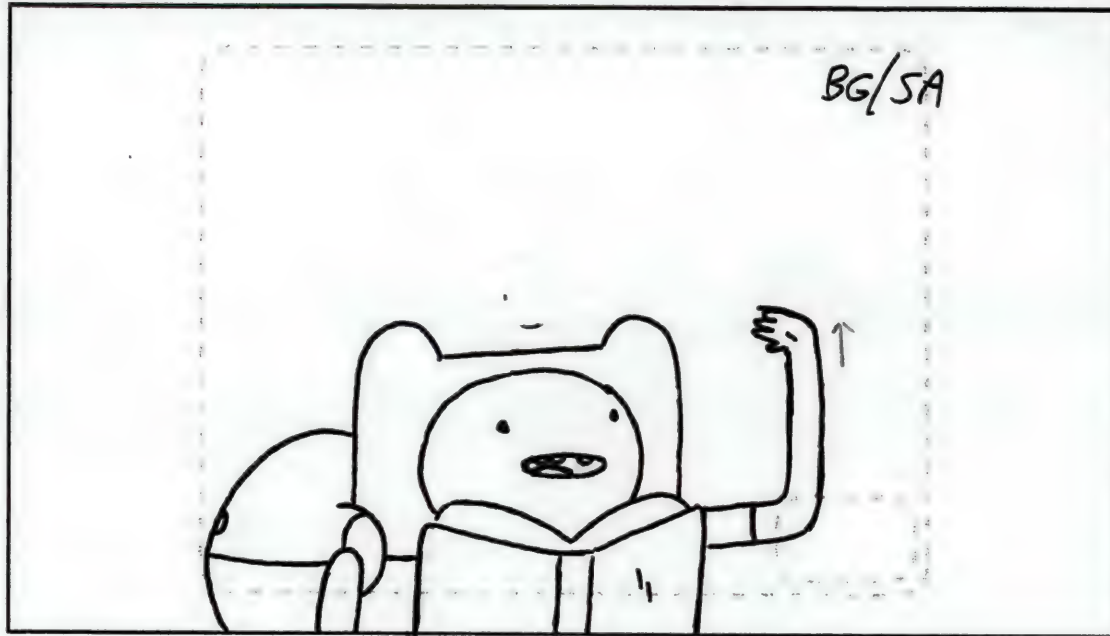
day night

Sc. 08

Pnl. E

Bg.

day night



Dialog:

F: tall as

F: Princess Bubblegum?

Action:

- F. ADJUSTS HAND UP AND DOWN,

Timing:

AUG 14 2015

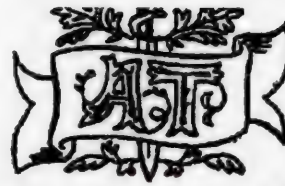
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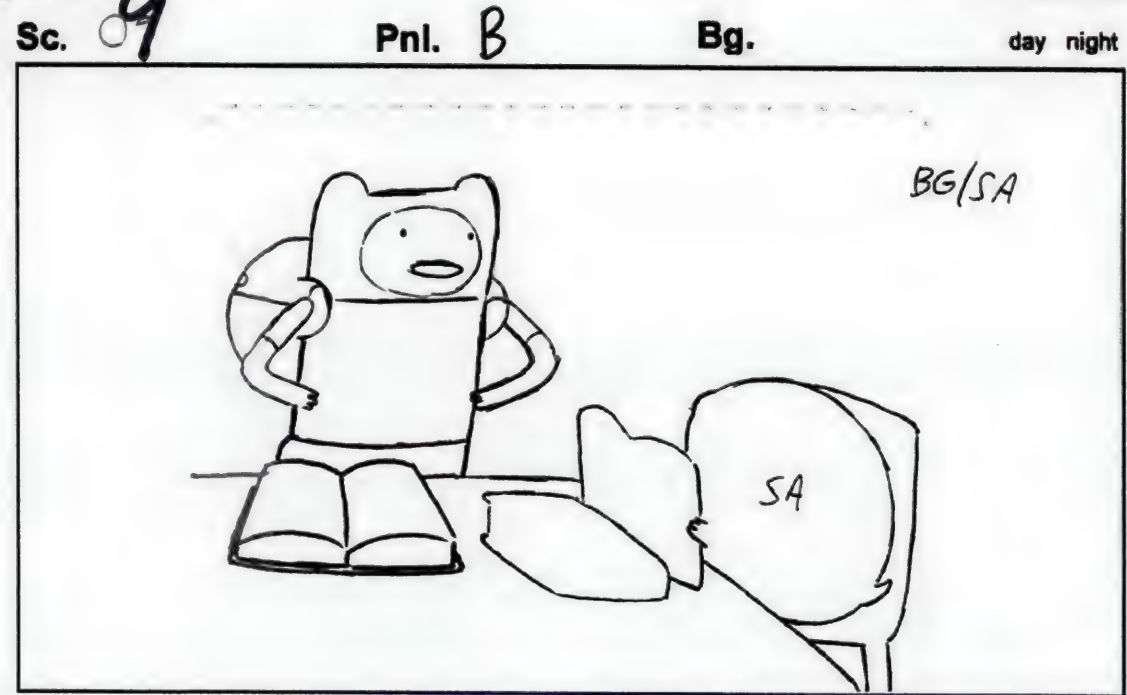
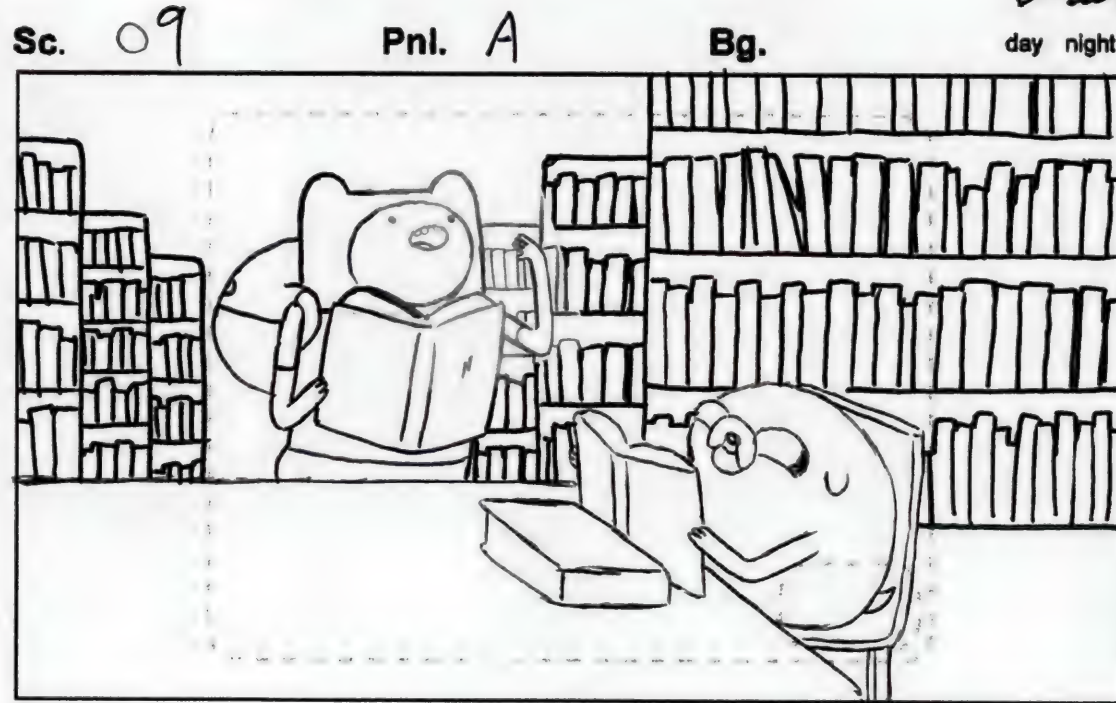
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ADVENTURE TIME



Page 11
day night



Dialog:

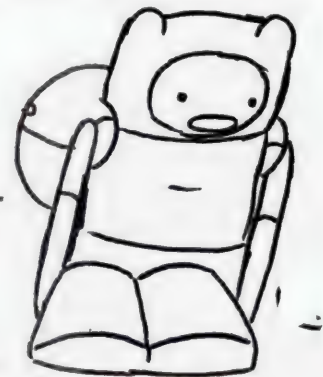
J: oh, I see.

F: What are you talking about?

Action:

-finn puts down book
AND PUTS HANDS ON HIPS.

(BL)



Timing:

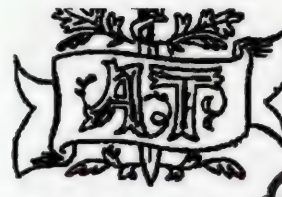
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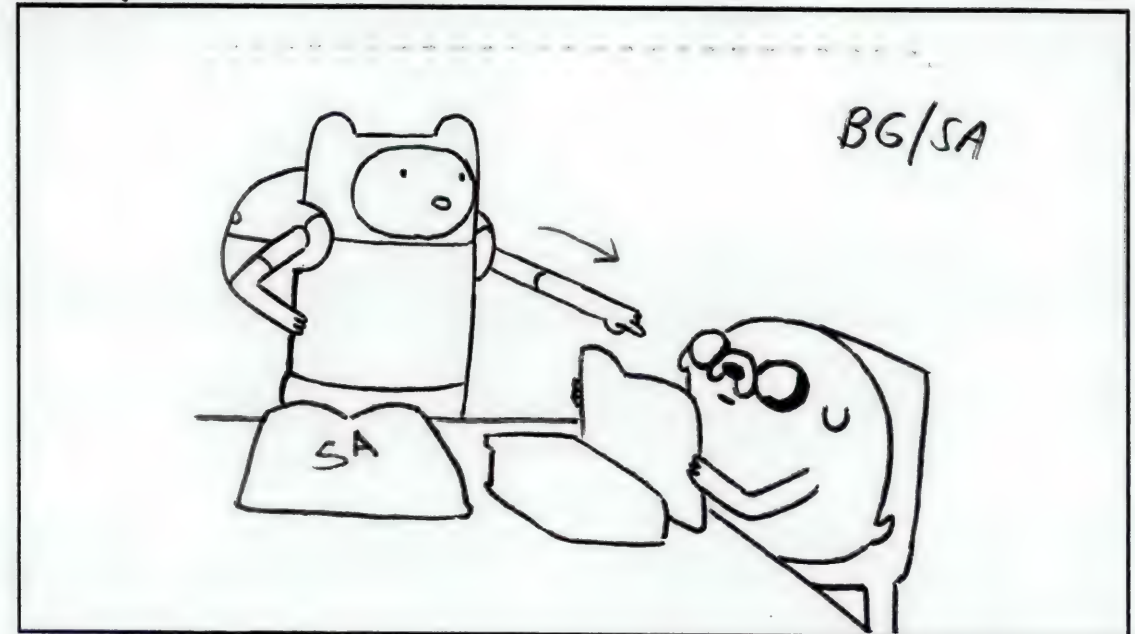


Page 12

Sc. 09 Pnl. C Bg. day night



Sc. 9 Pnl. D Bg. day night



Dialog: J: Oh nothing.

F: JAKE! How would you change yourself on Dead Mountain if only the legends were true.

Action:

Timing:

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Production :

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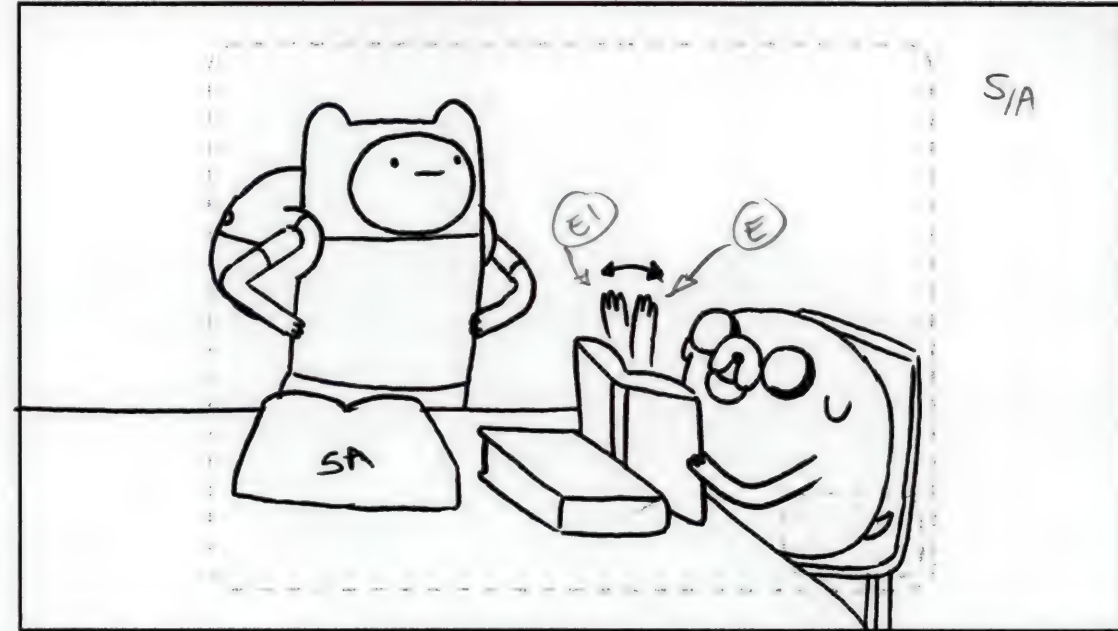
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Sc. 09

Pnl. E

Bg.

day night

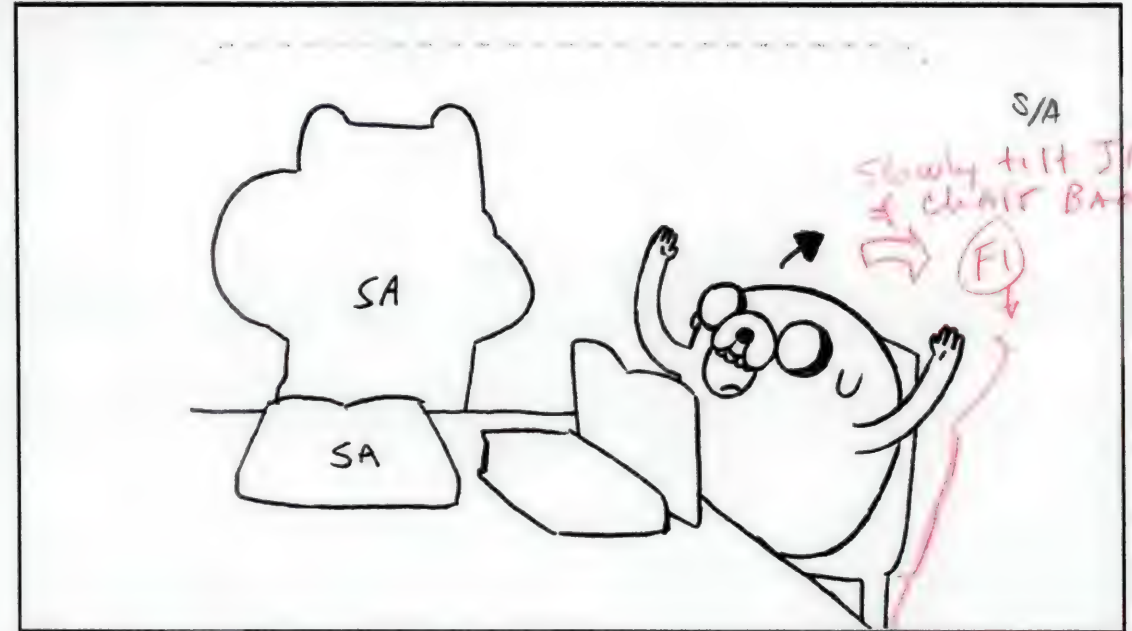


Sc. 9

Pnl. F

Bg.

day night



Dialog:

J: I wouldn't change anything.

J: I'm the whole package!

Action:

Timing:

AUG 14 2015

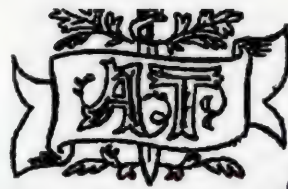
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ADVENTURE TIME



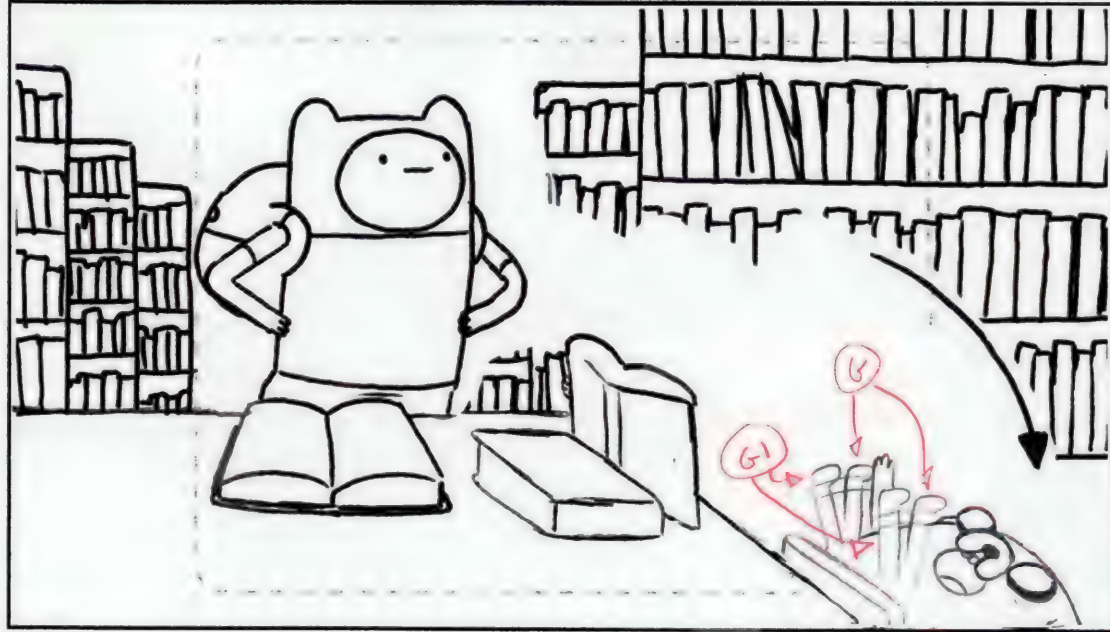
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Sc. 09

Pnl. G

Bg.

day night

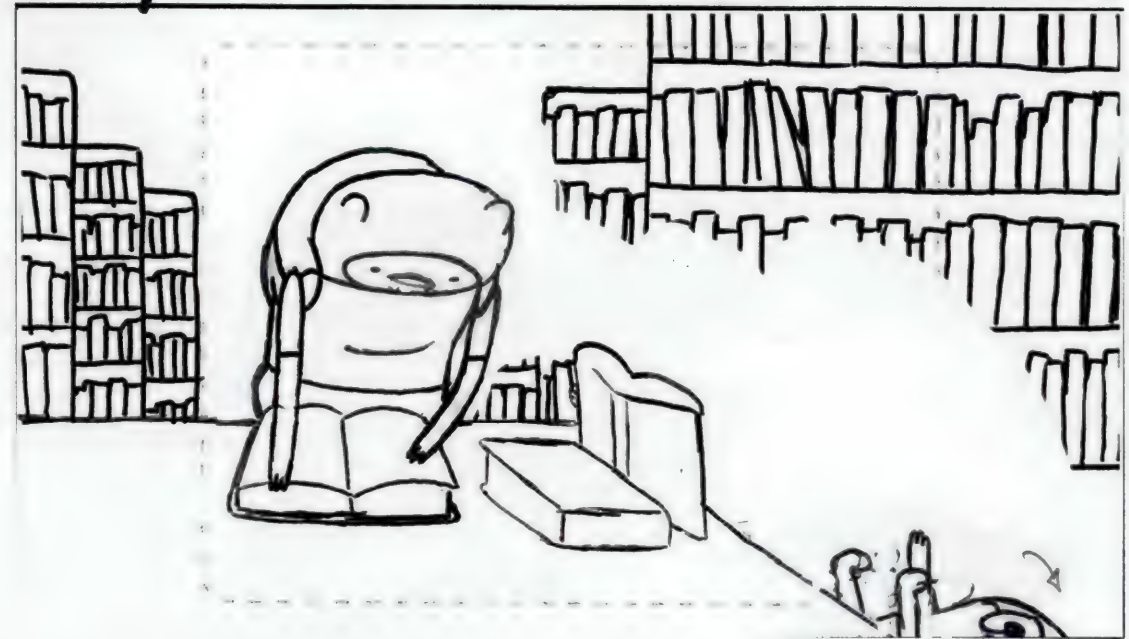


Sc. 09

Pnl. H

Bg.

day night



Dialog:

J: Wohh!!

Action:

- J.'S CHAIR TIPS OVER

Timing:

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Production :

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ADVENTURE TIME



Page 15

Sc. 09

Pnl. I

Bg.

day night

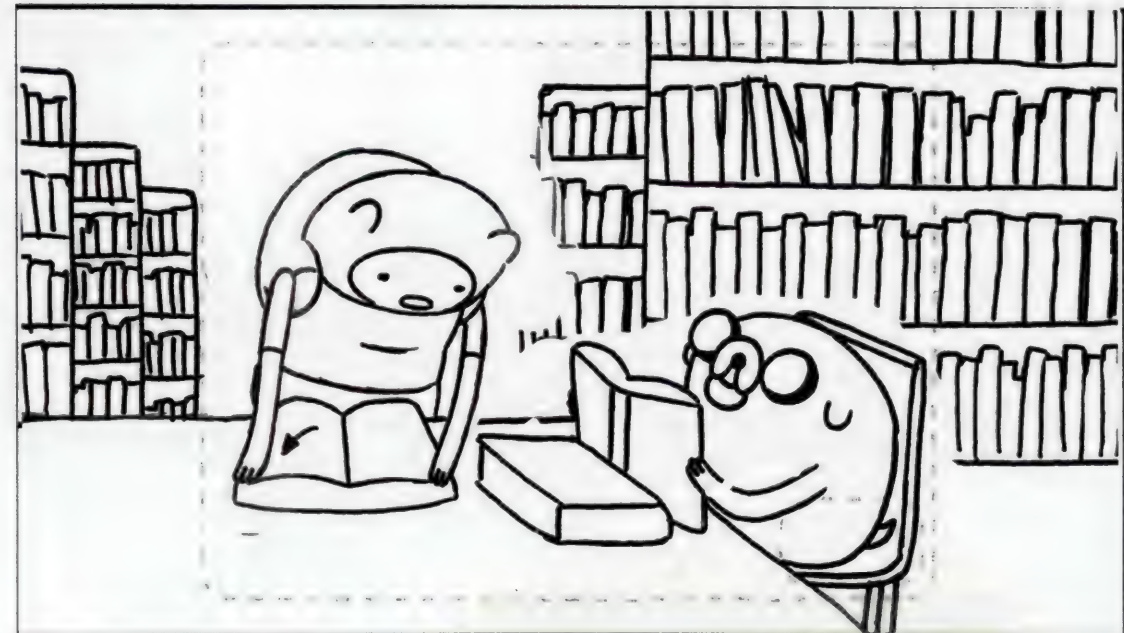


Sc. 9

Pnl. J

Bg.

day night



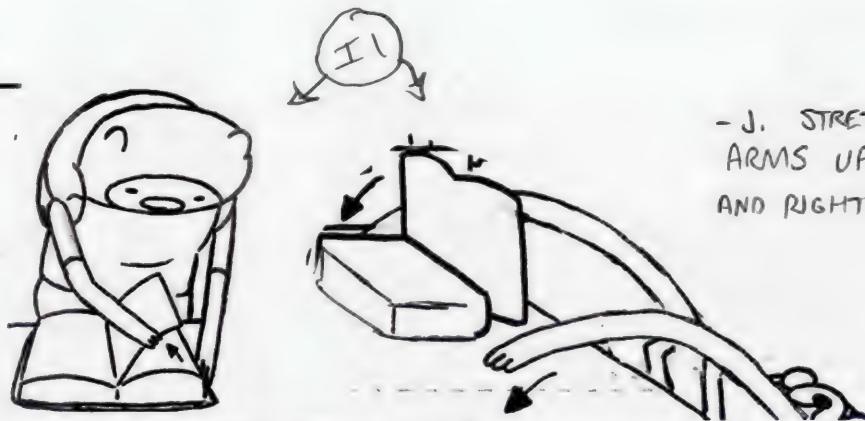
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Dialog:

F/Hey..

Action:

Timing:



- J. STRETCHES
ARMS UP TO TABLE
AND RIGHTS HIMSELF.



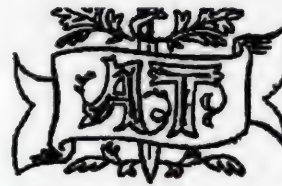
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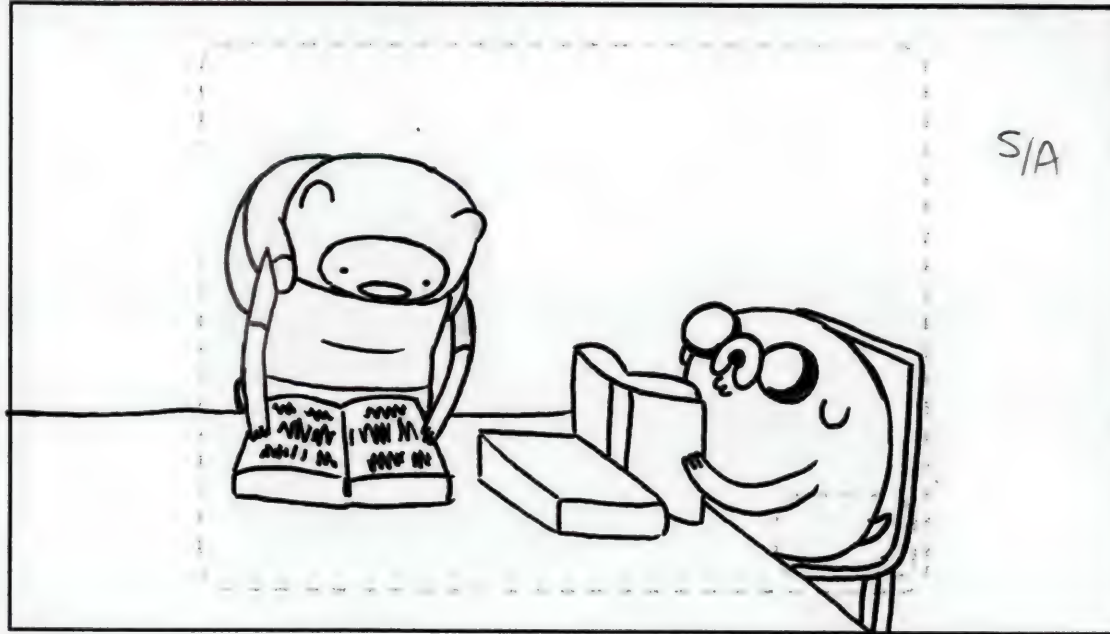
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Sc. 09

Pnl. K

Bg.

day night

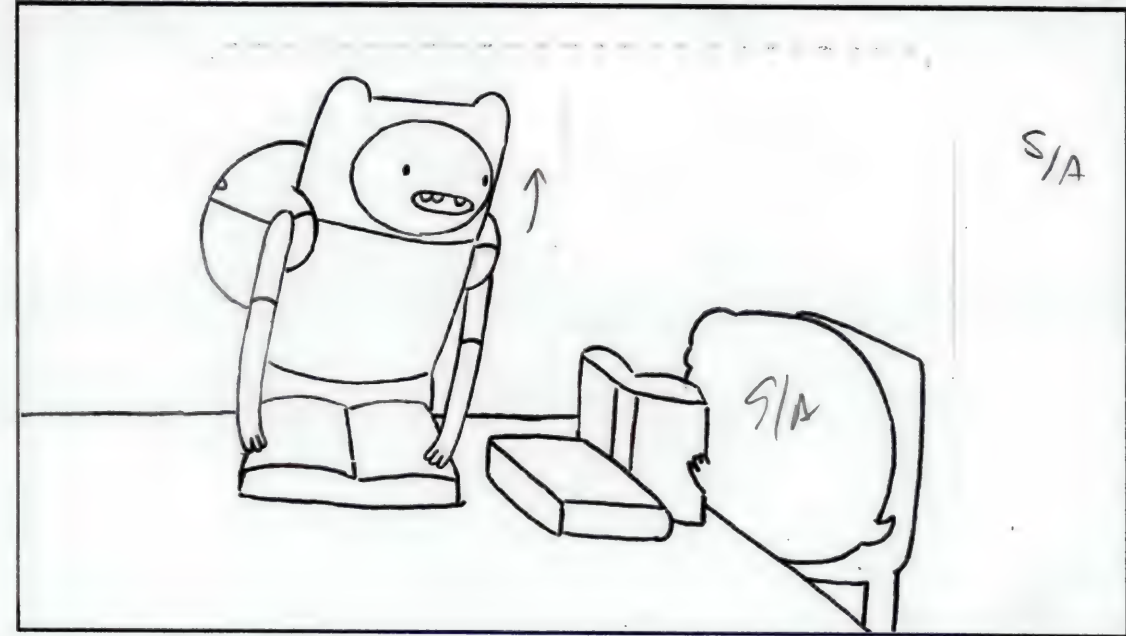


Sc. 9

Pnl. L

Bg.

day night



Dialog:

F: there's a big warning about Dead Mountain -- F: IN HERE.

Action:

Timing:

AUG 14 2015

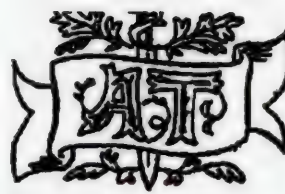
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Production :

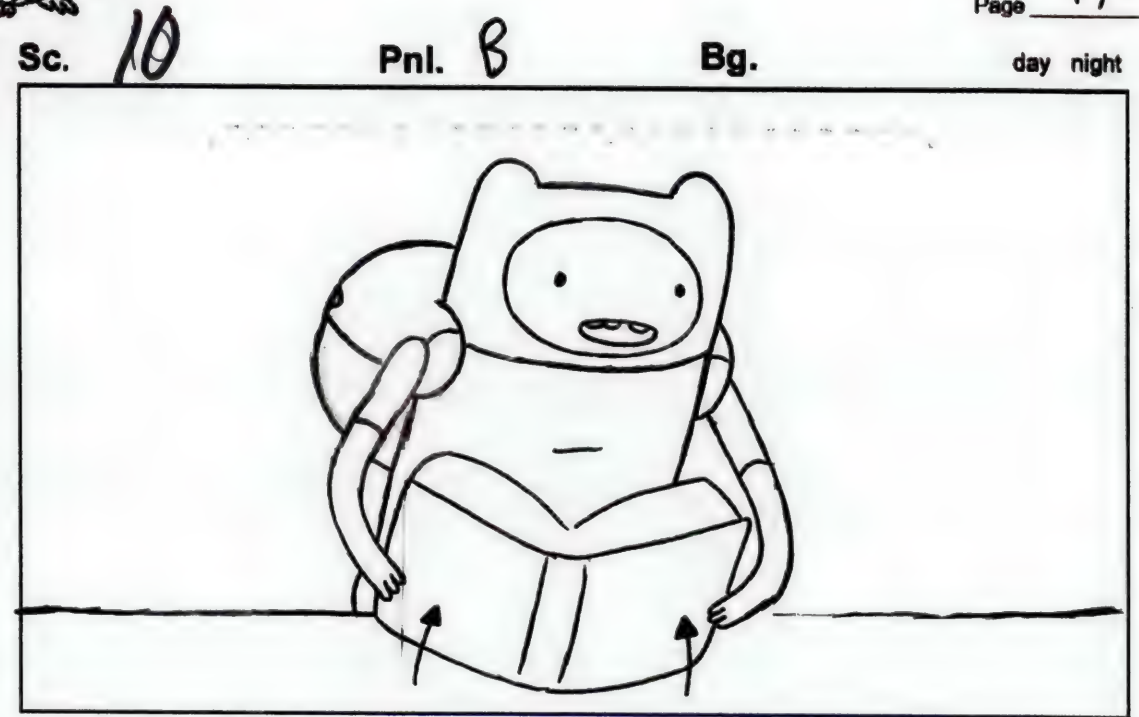
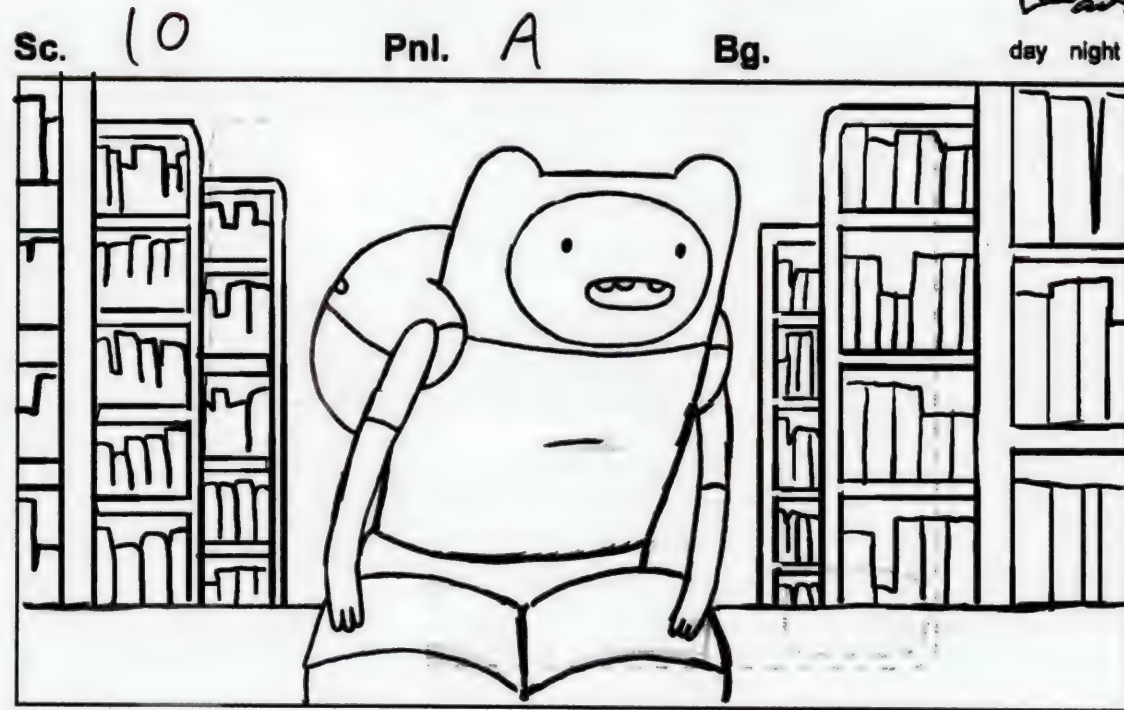
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ADVENTURE TIME



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Dialog:	
Action:	S.P. - F. PICKS UP BOOK.
Timing:	
AUG 14 2015	

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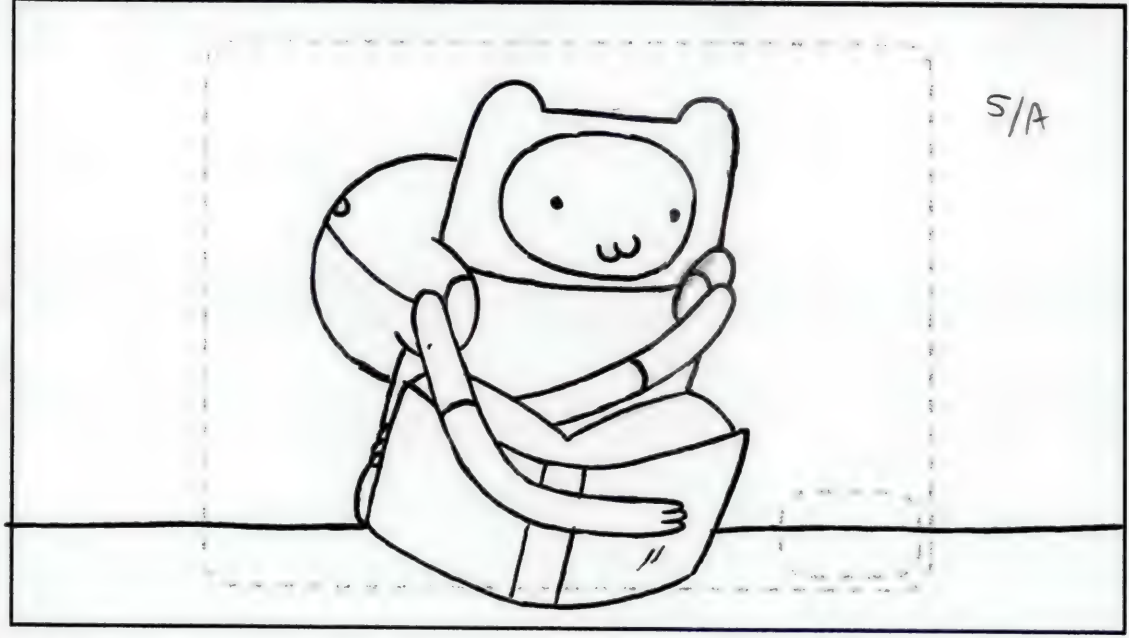
Production :

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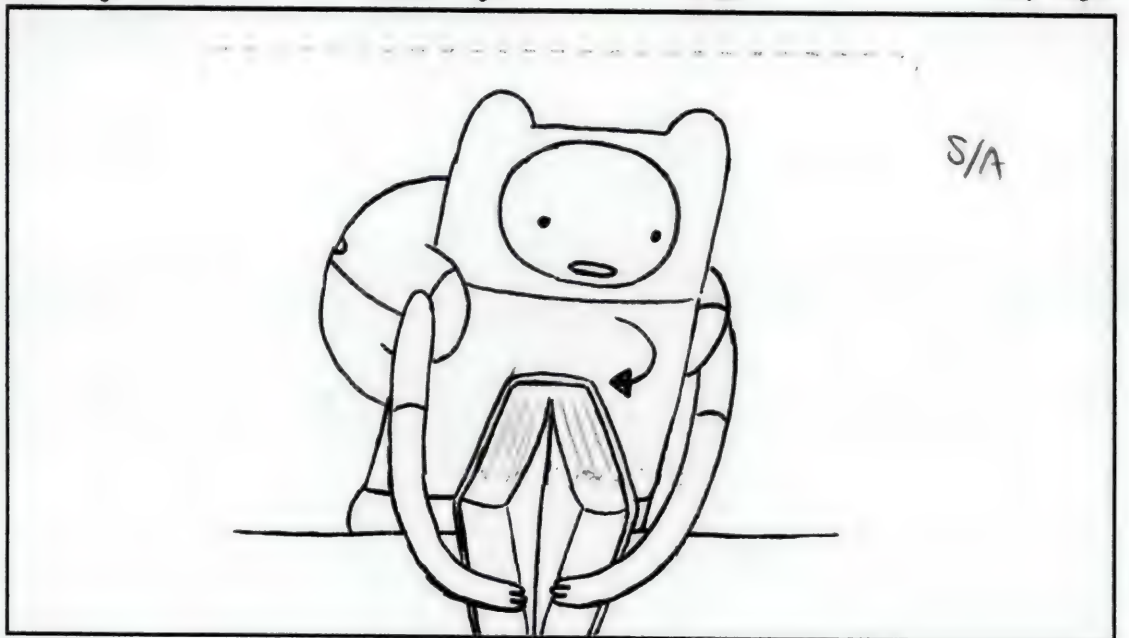
ADVENTURE TIME



Sc. (0) Pnl. C Bg. day night



Sc. 10 Pnl. D Bg. day night



Dialog:
Action: -f. FLIPS BOOK AROUND
Timing:

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ADVENTURE TIME



Page 19

Sc. 10

Pnl. E

Bg.

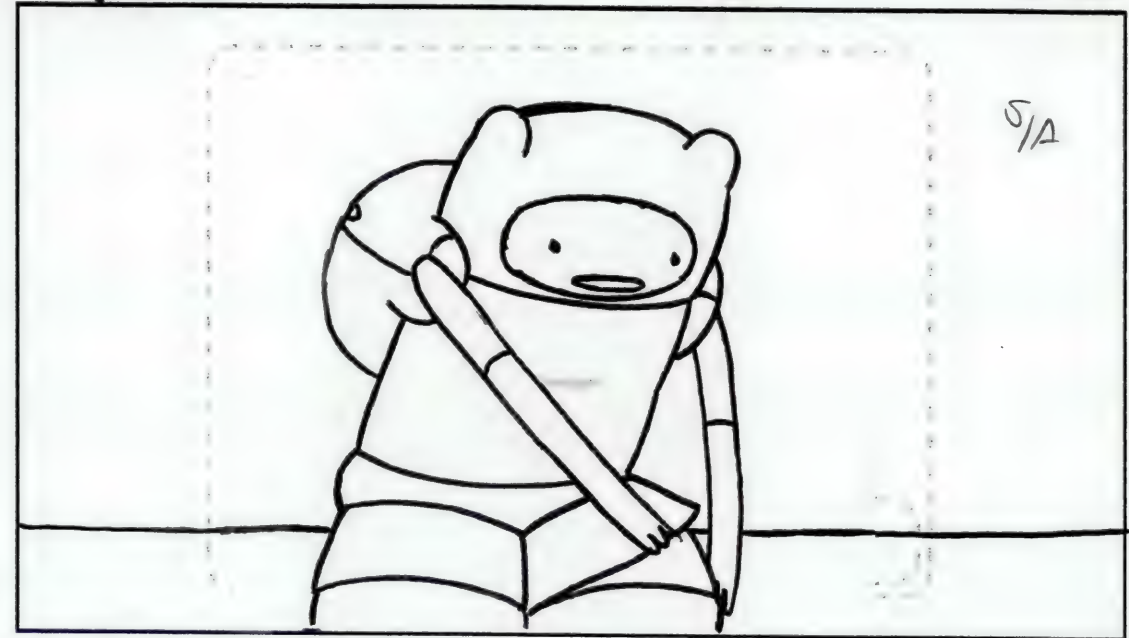
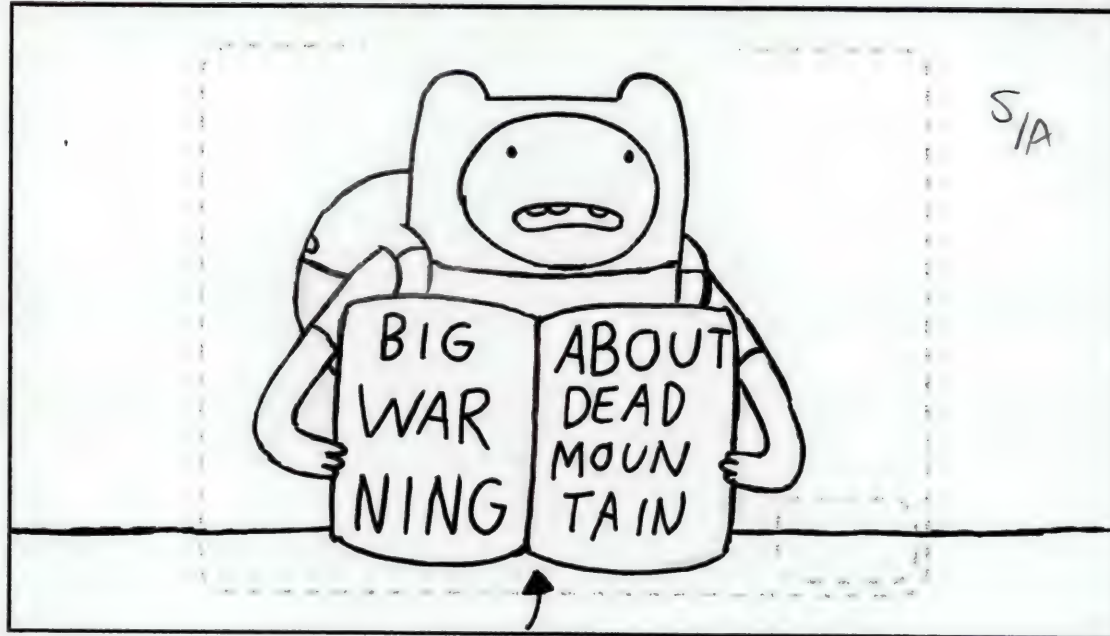
day night

Sc. 10

Pnl. F

Bg.

day night



Dialog:

F: SEE!

Action:



-F. SETS DOWN BOOK AGAIN.

Timing:

AUG 14 2015

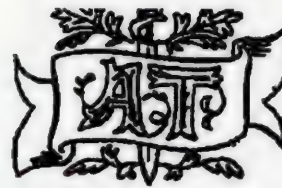
EPISODE # 1034-230

Production :

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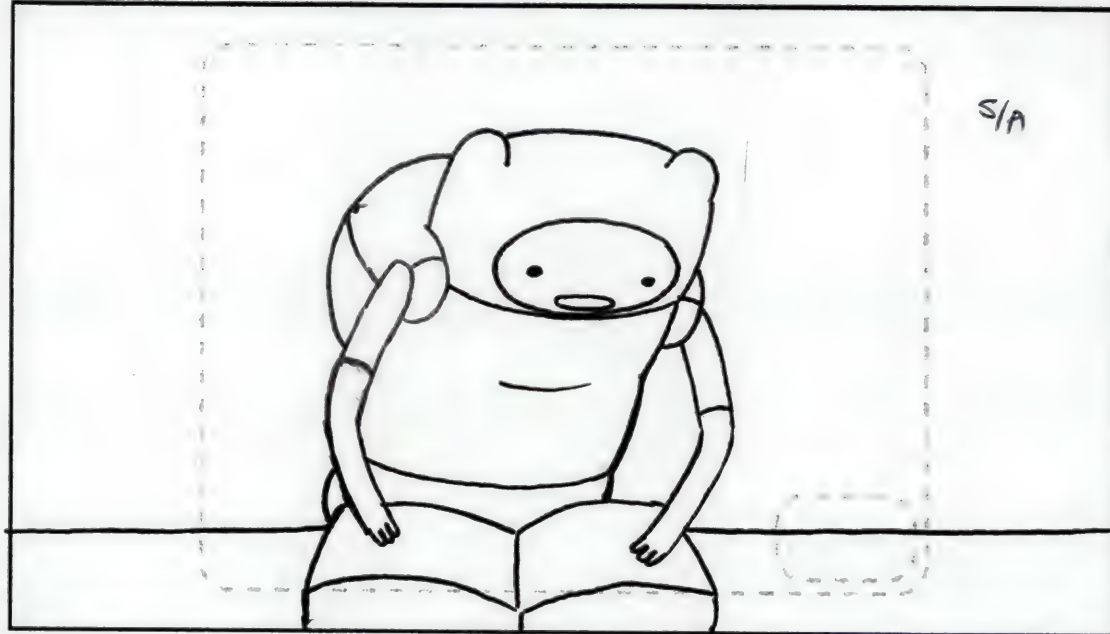
1034/230

ADVENTURE TIME

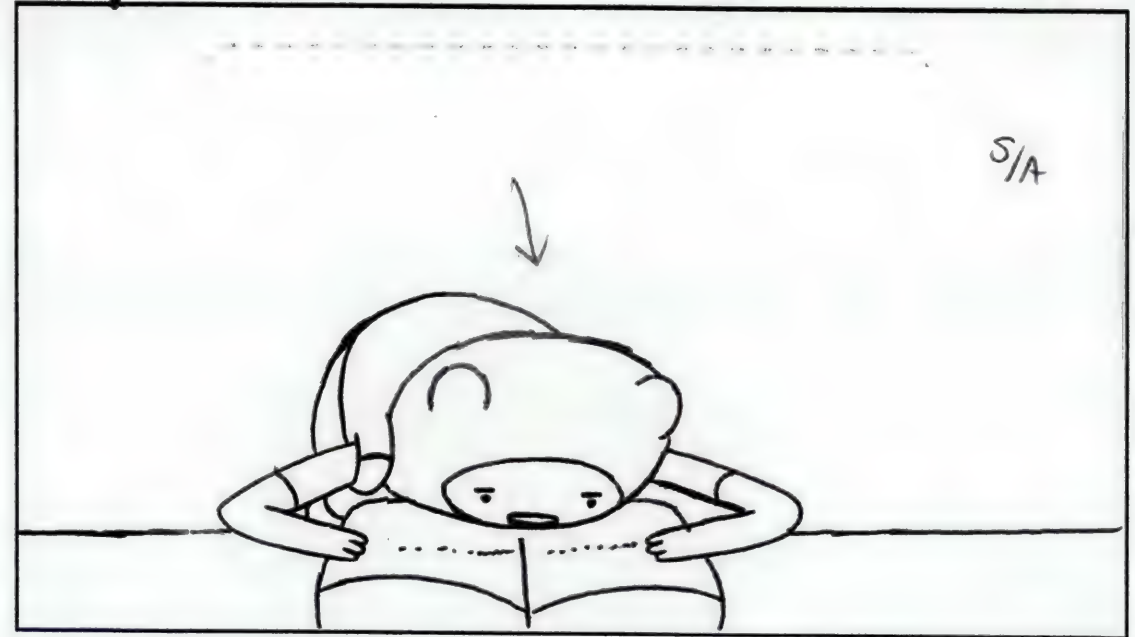


Page 20

Sc. 10 Pnl. G Bg. day night



Sc. 10 Pnl. H Bg. day night



Dialog:

F: it says some kind of evil hermit guards the mountain top.

Action:

- F. LEANS IN CLOSE TO PAGE.

Timing:

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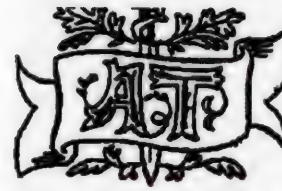
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Production :

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ADVENTURE TIME



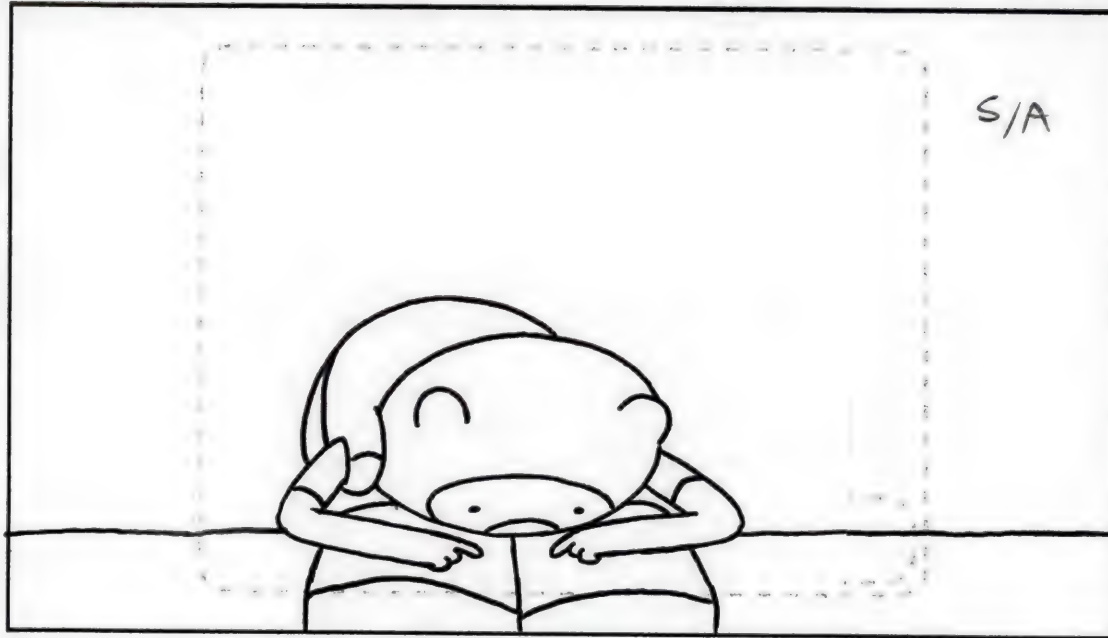
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Sc. 10

Pnl. I

Bg.

day night

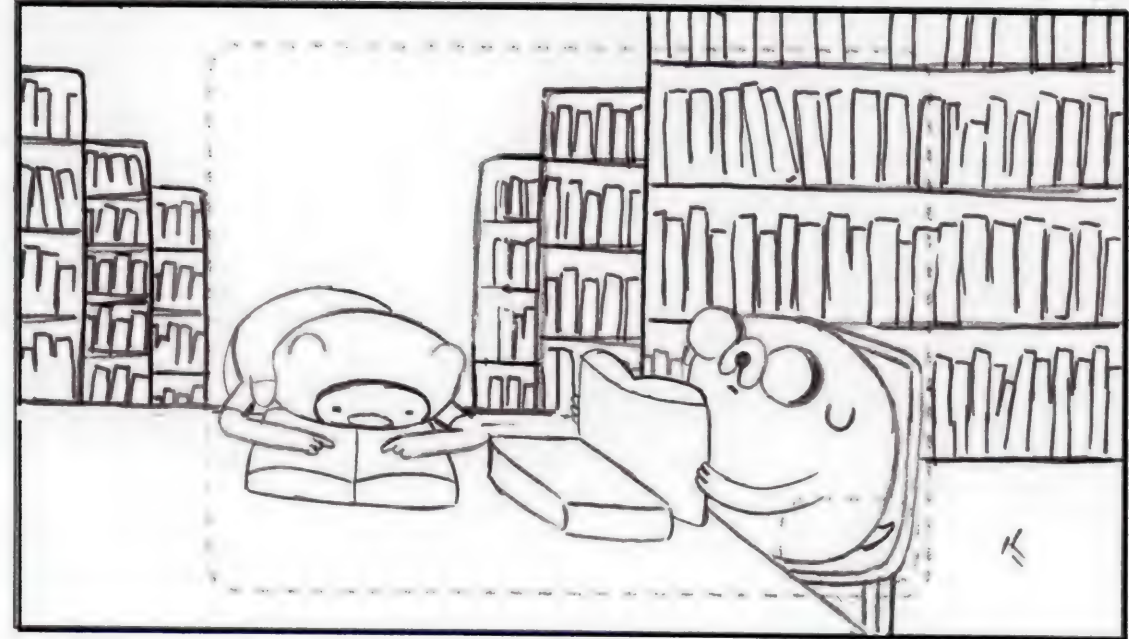


Sc. 11

Pnl. A

Bg.

day night



Dialog:

F: " Don't let him look at you
or something horrible will
happen. "

Action:

- F. READS ALOUD.

Timing:

AUG 14 2015

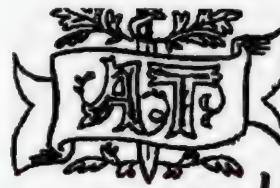
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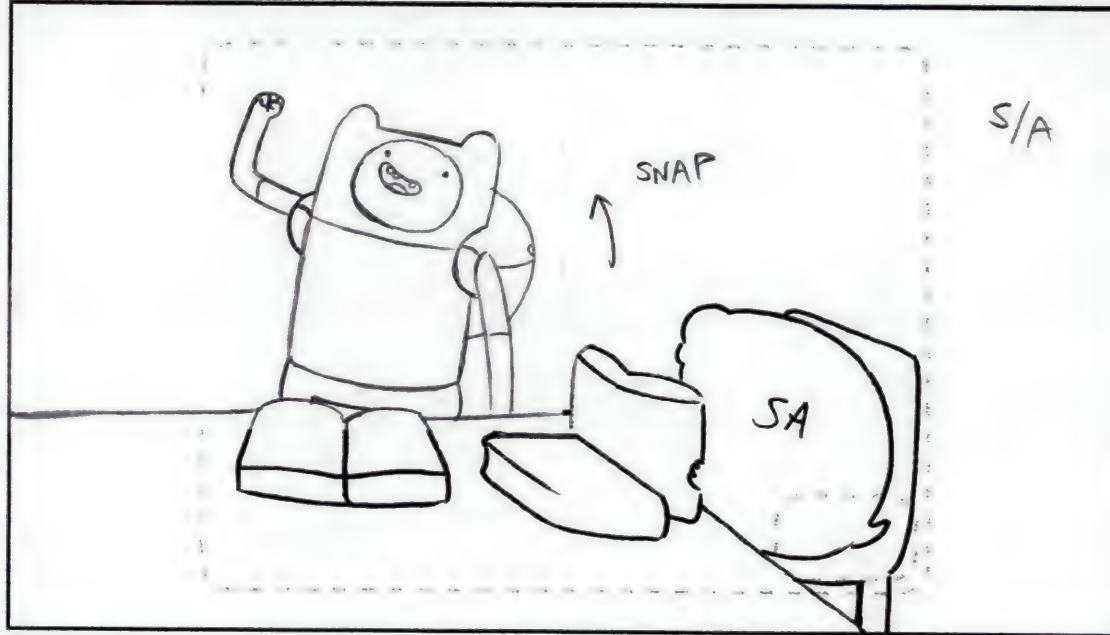
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Sc. 11

Pnl. B

Bg.

day night

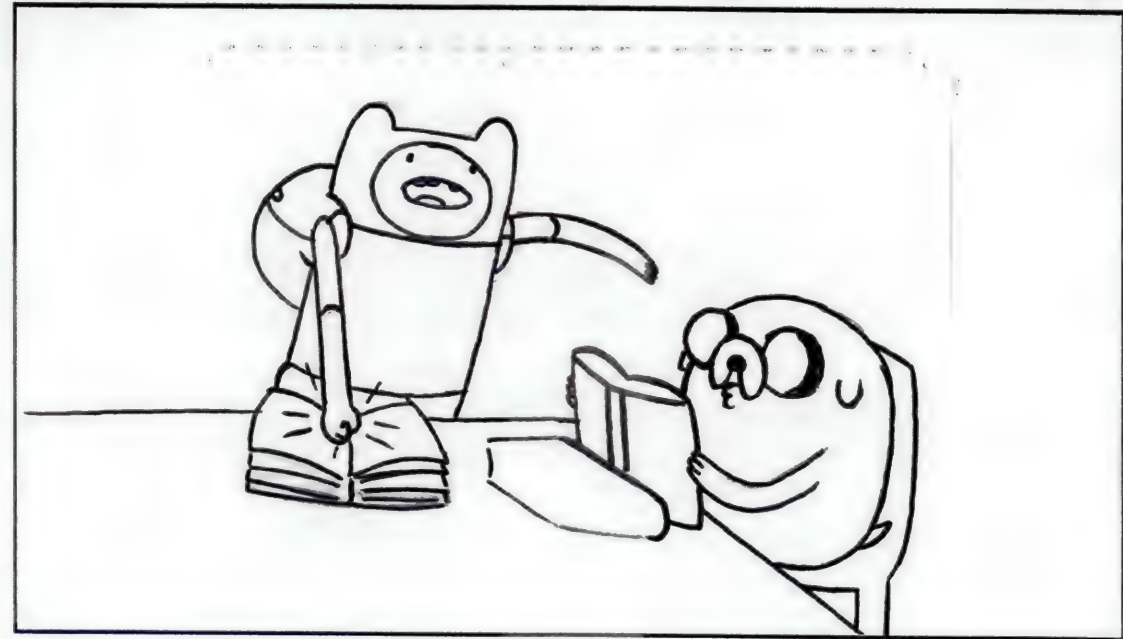


Sc. 11

Pnl. C

Bg.

day night



Dialog:

F: That seals the --

F: DEAL

SFX: * WHAM! *

Action:

- F. JUMPS TO HIS FEET.

Finn hits book.

Timing:

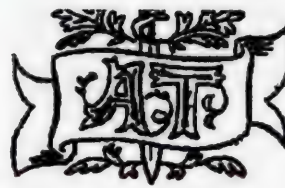
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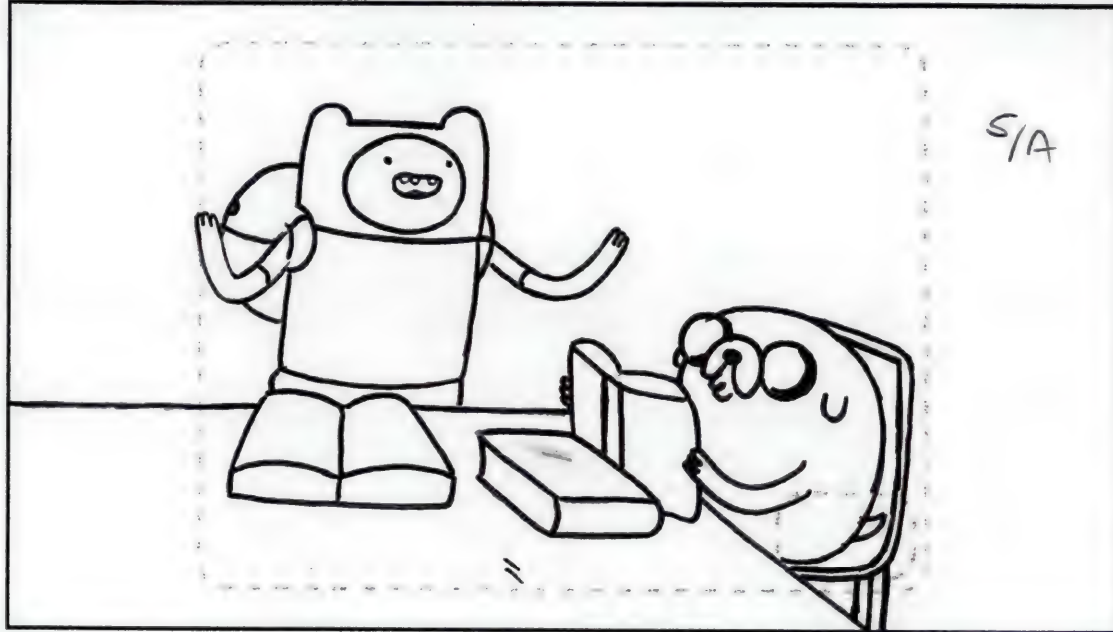
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ADVENTURE TIME

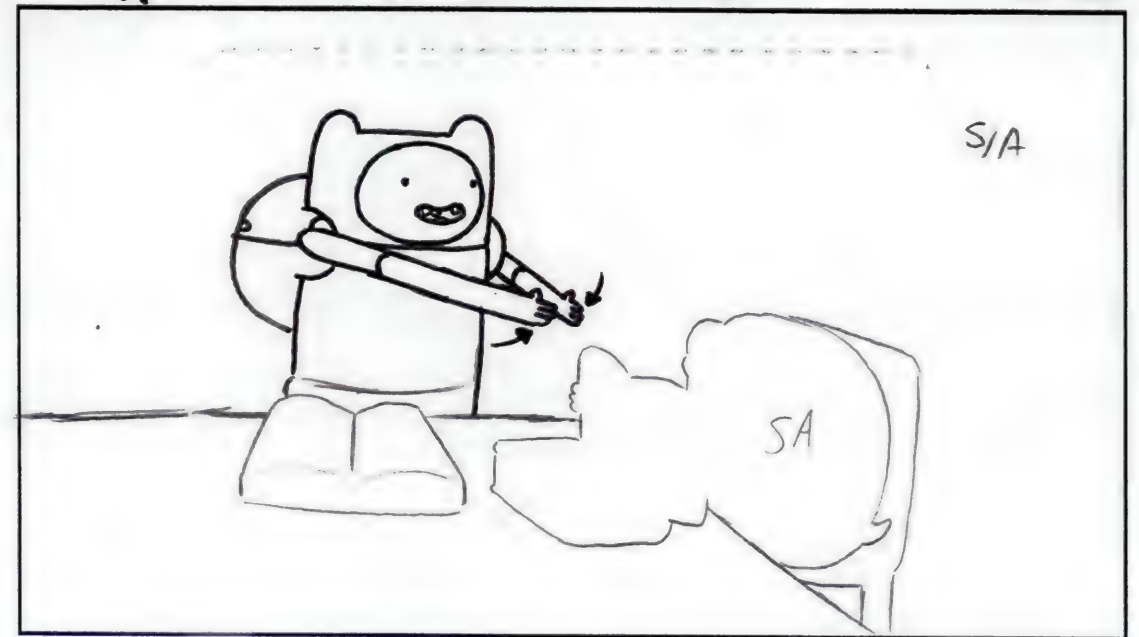



Page **23**

Sc. **11** Pnl. **D** Bg. day night



Sc. **11** Pnl. **E** Bg. day night



Dialog:	<u>F</u> : The twin temptations of getting to grow a couple of inches... <u>f</u> : and battling an evil hermit sound like a pretty --
Action:	
Timing:	

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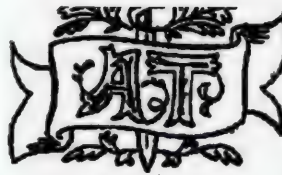
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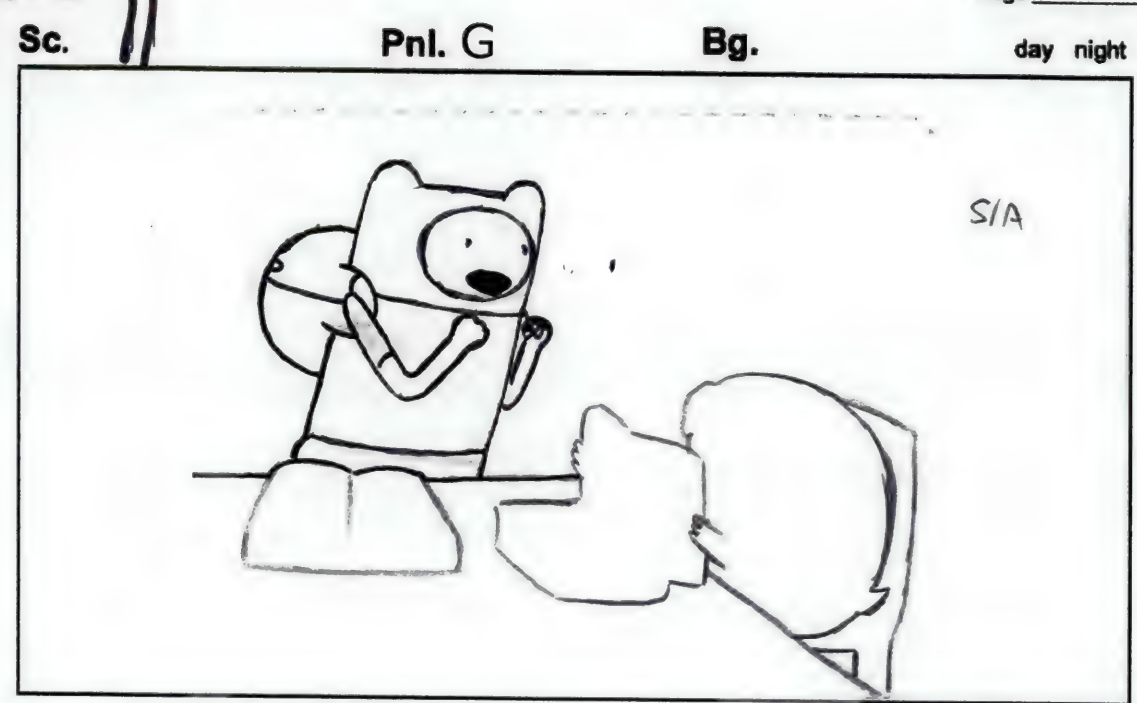
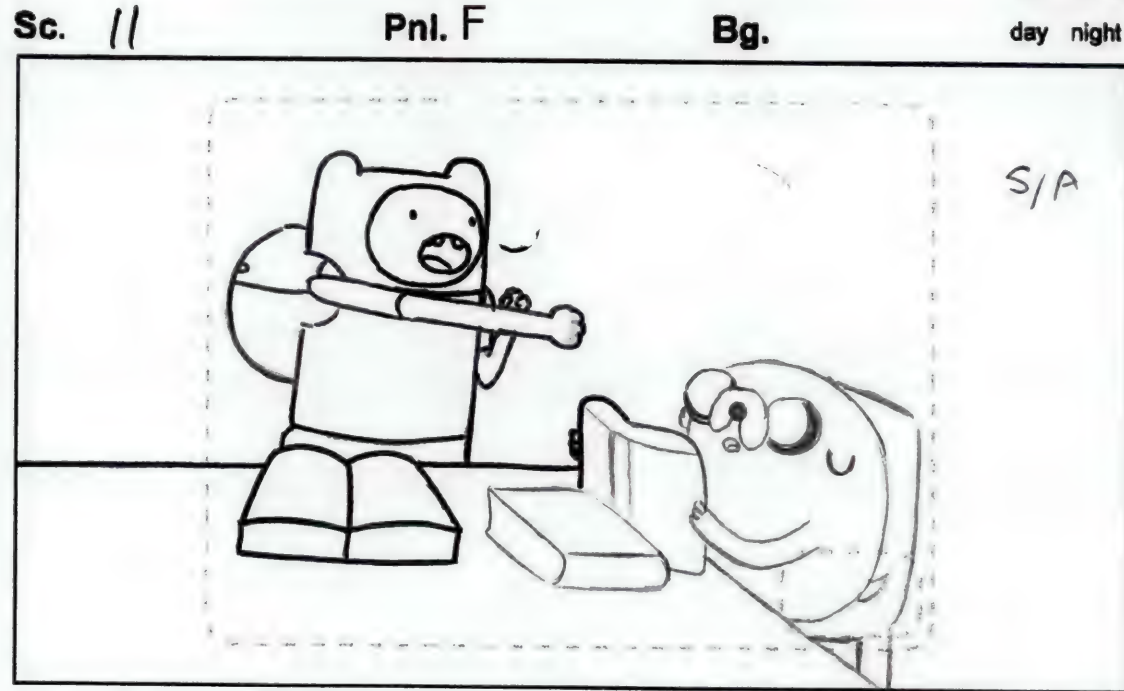
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ADVENTURE TIME



Page 24



Dialog: F: perfect day.

Action: FXFXFX F: LET'S GO!! G

Timing:

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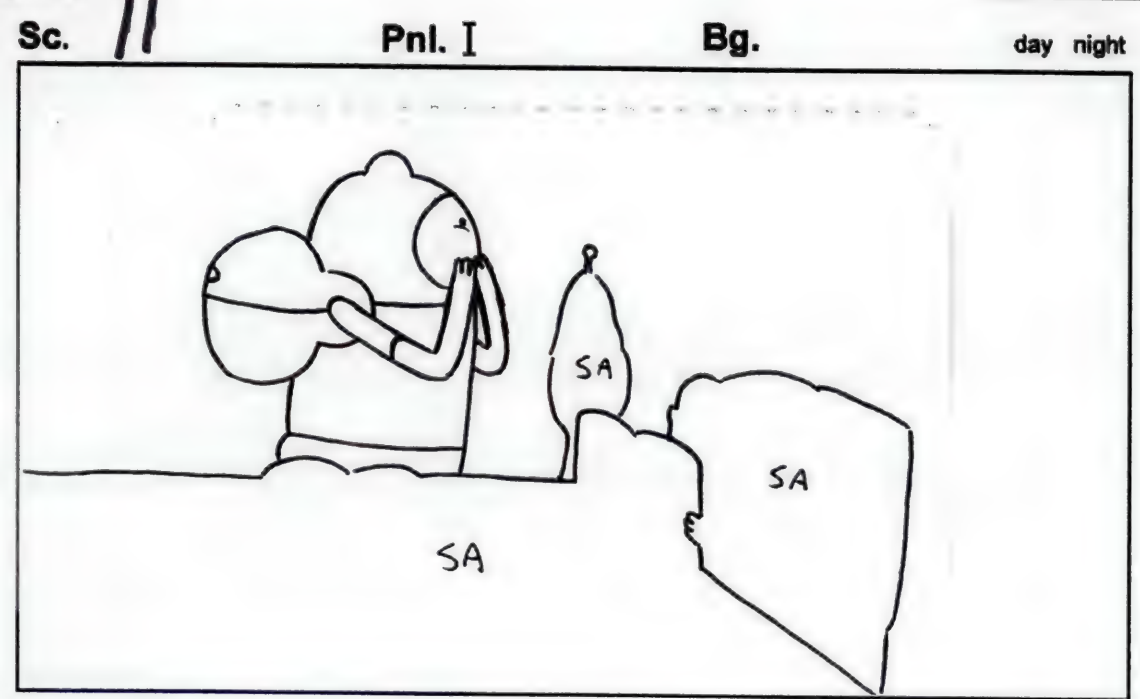
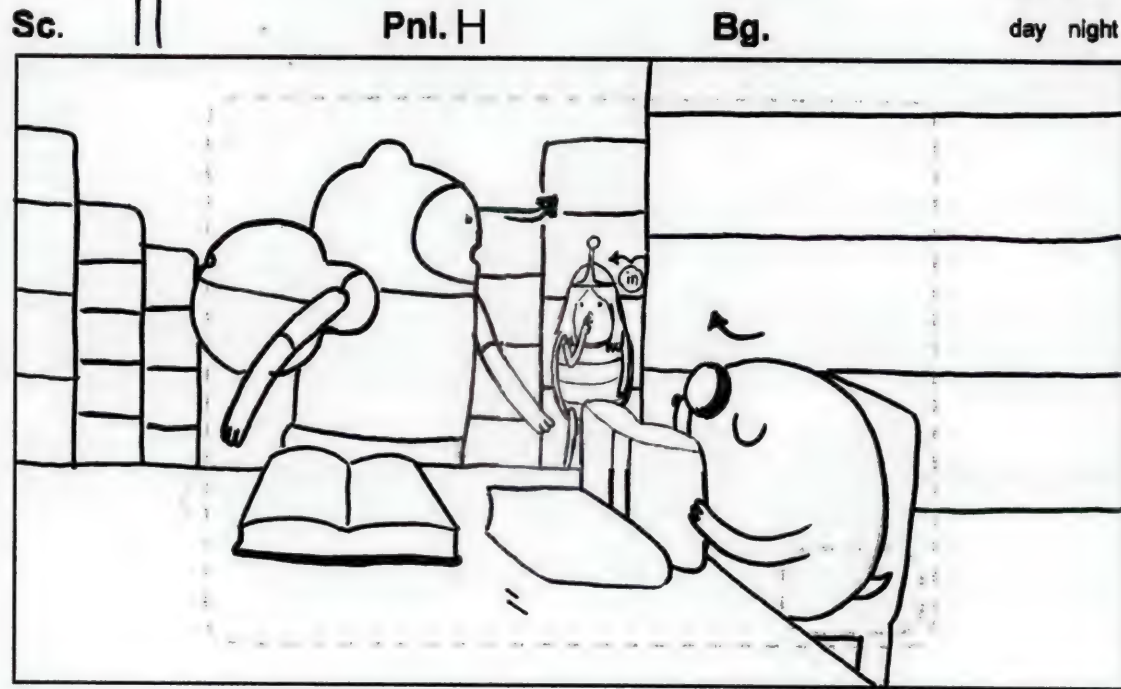
Production :

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ADVENTURE TIME



Page **25**



Dialog:

SFX: * SHHH! *

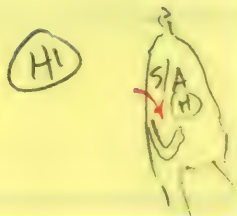
(F) (SMALL WHISPER) LET'S GO...

Action:

-TURTLE PRINCESS SHUSHES F+J.

-F. COVERS MOUTH.

Timin



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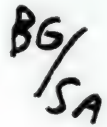


day night



Page 26

day night



F+J: Sshhh!! _____

-F+J RUN OVER HILL IN FOREGROUND AND OFF/S

WIPE

AUG 14 2015

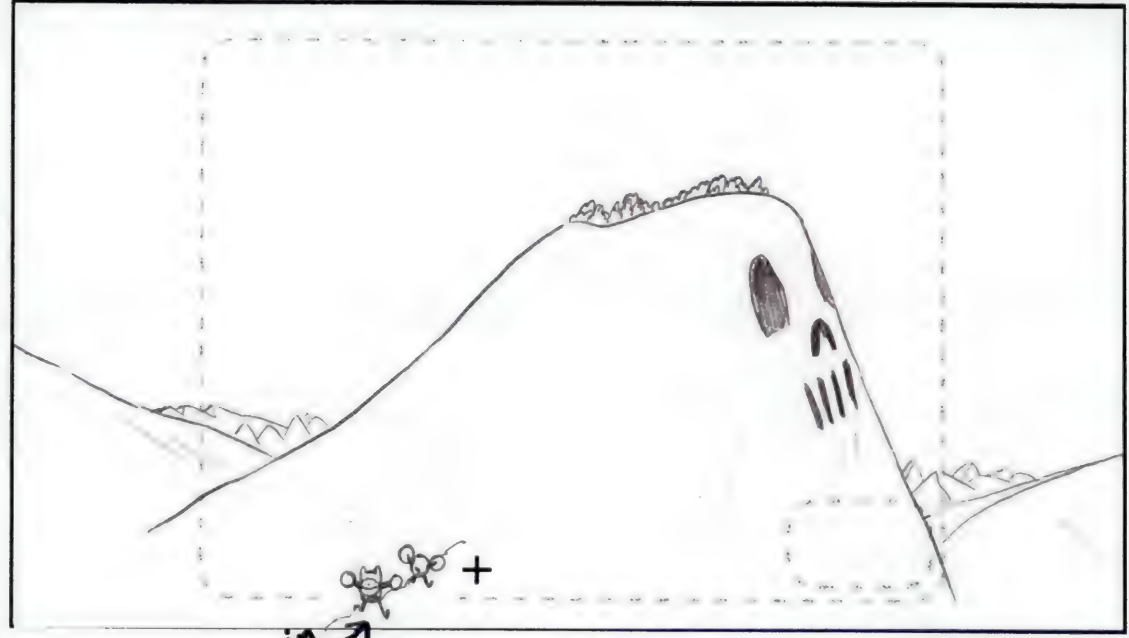
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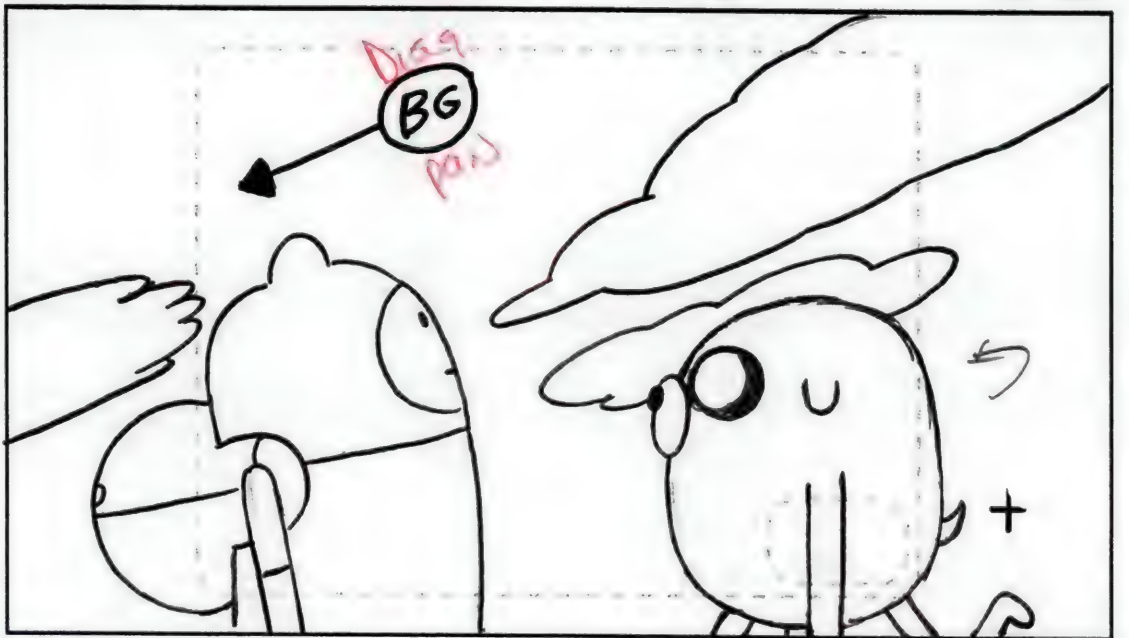
ADVENTURE TIME



Sc. 13 Pnl. A Bg. day night



Sc. 14 Pnl. A Bg. day night



Dialog:

Action: - EXT. DEAD MOUNTAIN.
F+J RUN UP HILL

Timing:

- J. TURNS TOWARDS FINN, STILL WALKING BACKWARDS.

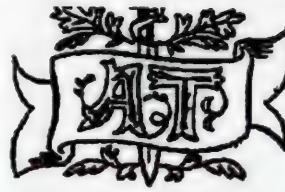
AUG 14 2015

1034/230

EPISODE # 1034-230

Production :

ADVENTURE TIME



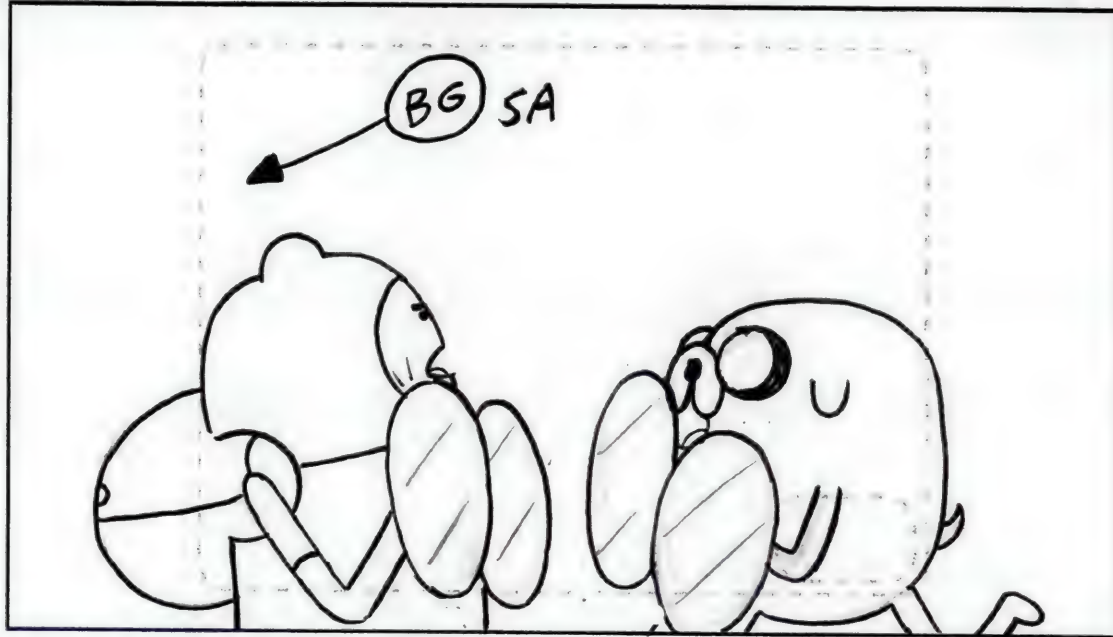
Page 28

Sc. 14

Pnl. B

Bg.

day night

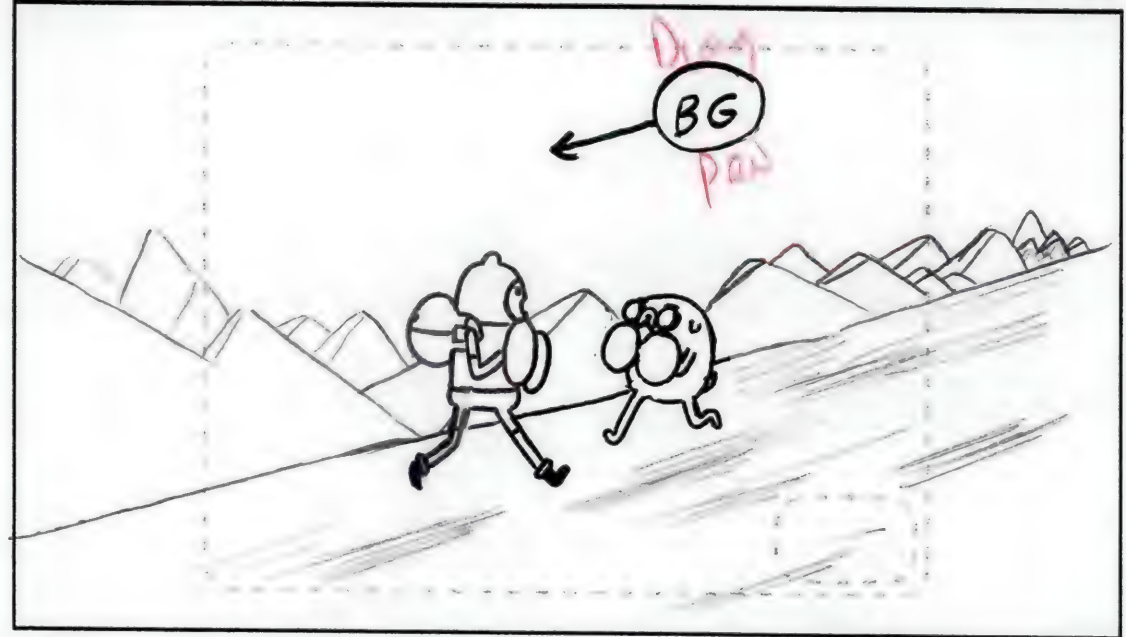


Sc. 15

Pnl. A

Bg.

day night



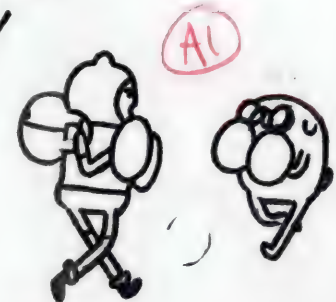
Dialog:

F+J: Gear up for battle!

F+J: You smell like cattle!
Gear up for battle!!

Action:

-F+J RAISE MIRROR SHIELDS.



Timing:

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Production :

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ADVENTURE TIME

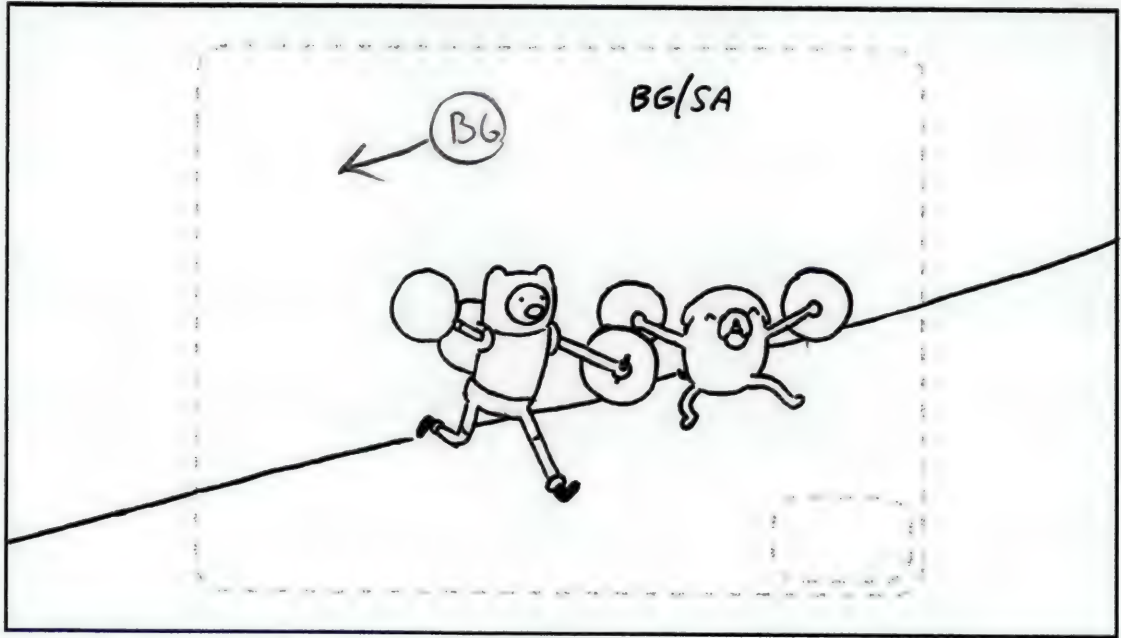


Sc. 15

Pnl. B

Bg.

day night

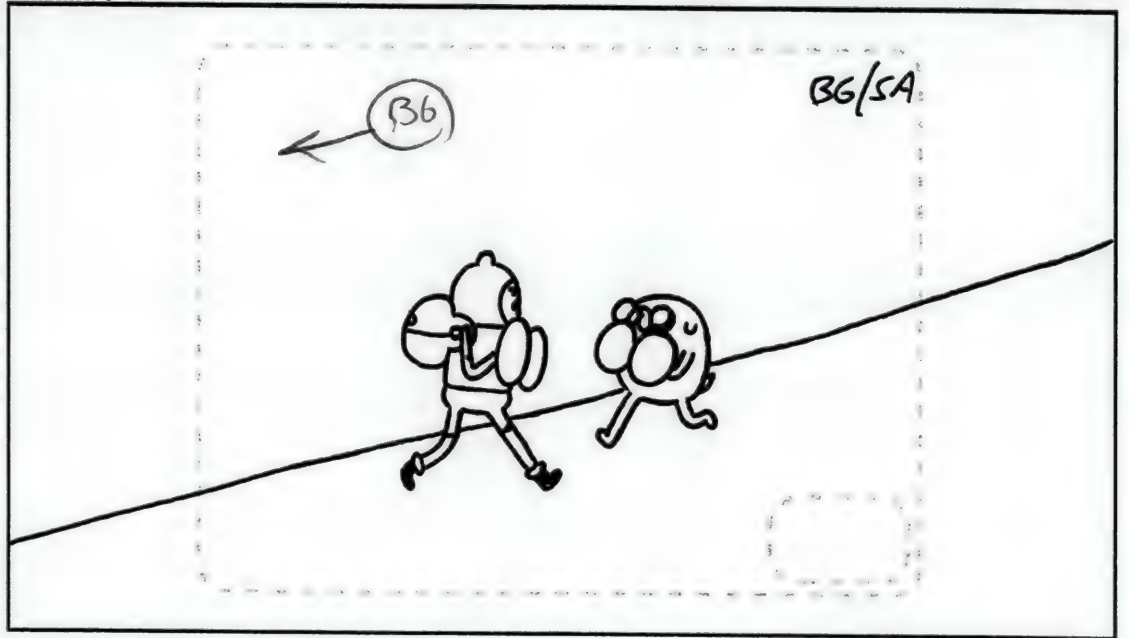


Sc. 15

Pnl. C

Bg.

day night



Dialog: F+J: you small --

Action:
 FIN ARMS
 Rotate AS WIDE
 Circle
 (B) (B) (B)
 TALK ARMS UP & DO
 (B) (B)

Timing:

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EPISODE# 1034-230

Production :

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ADVENTURE TIME



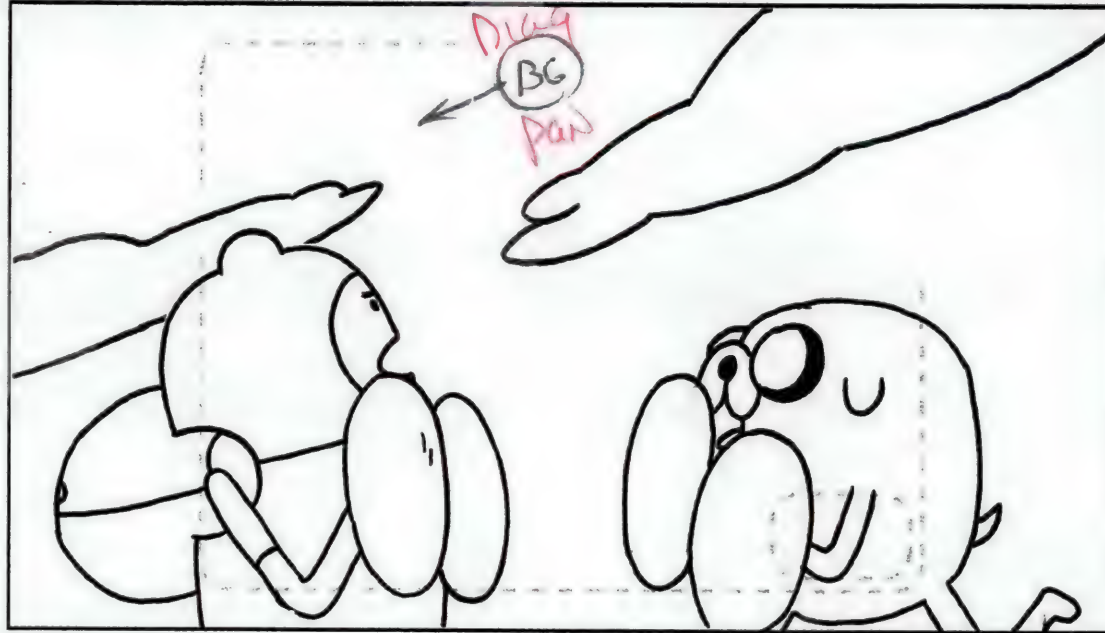
Page 30

Sc. 16

Pnl. A

Bg.

day night

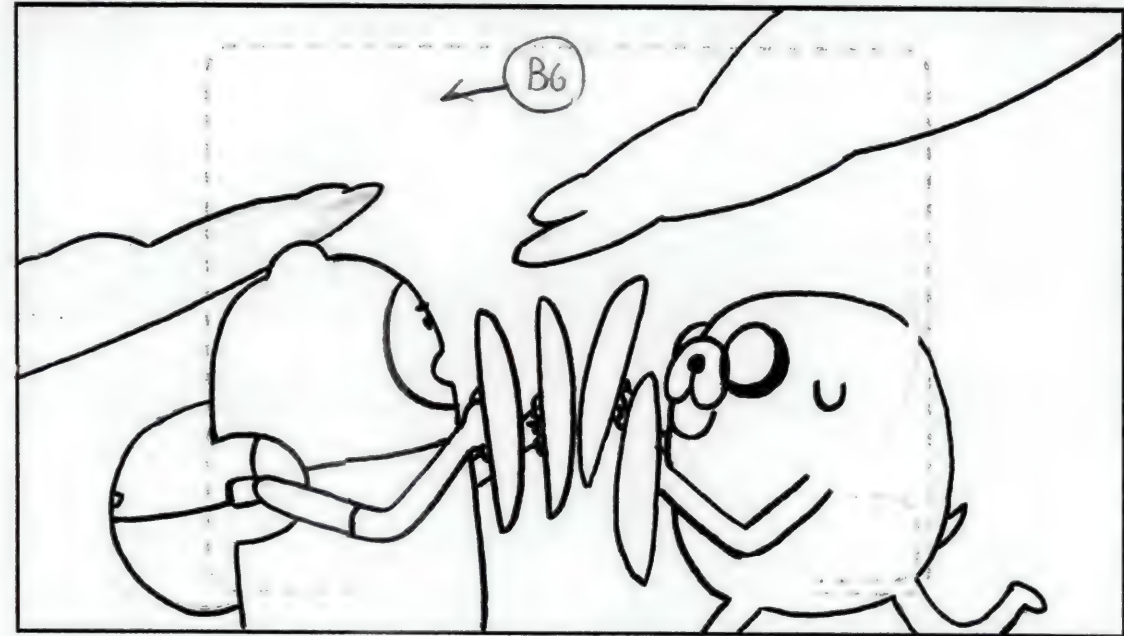


Sc. 16

Pnl. B

Bg.

day night



Dialog:

F+J: LIKE CATTLE!

Action:

- F+J PLAY PAT-A-CAKE WITH SHIELDS.

Timing:

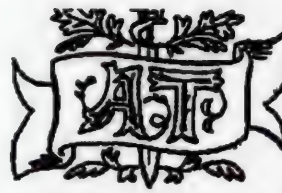
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Production :

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ADVENTURE TIME

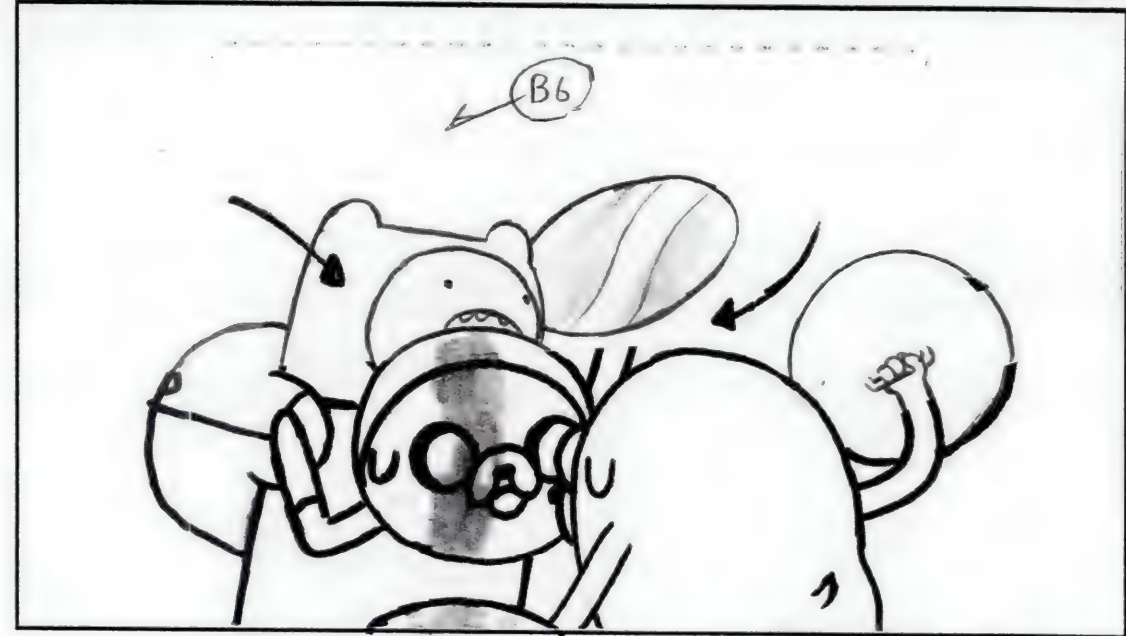


Page **31**

Sc. **16** Pnl. **C** Bg. day night



Sc. **16** Pnl. **D** Bg. day night



Dialog: **F:** Monsters that get you by looking at you are so DOOMB **J:** Every body knows all you need is a mirror.

Action: -- F+J WAVE MIRROR-SHIELDS AROUND.

Timing:

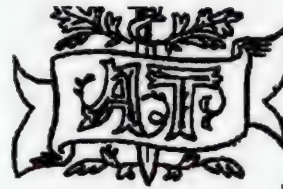
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EPISODE # 1034-230

Production :

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ADVENTURE TIME



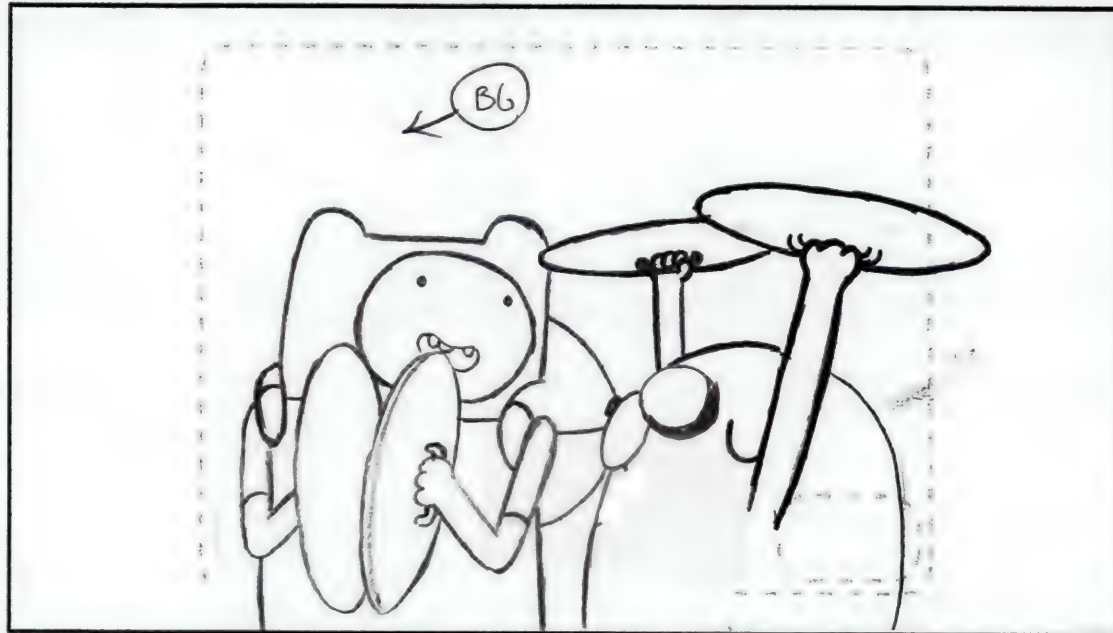
Page 32

Sc. 16

Pnl. E

Bg.

day night

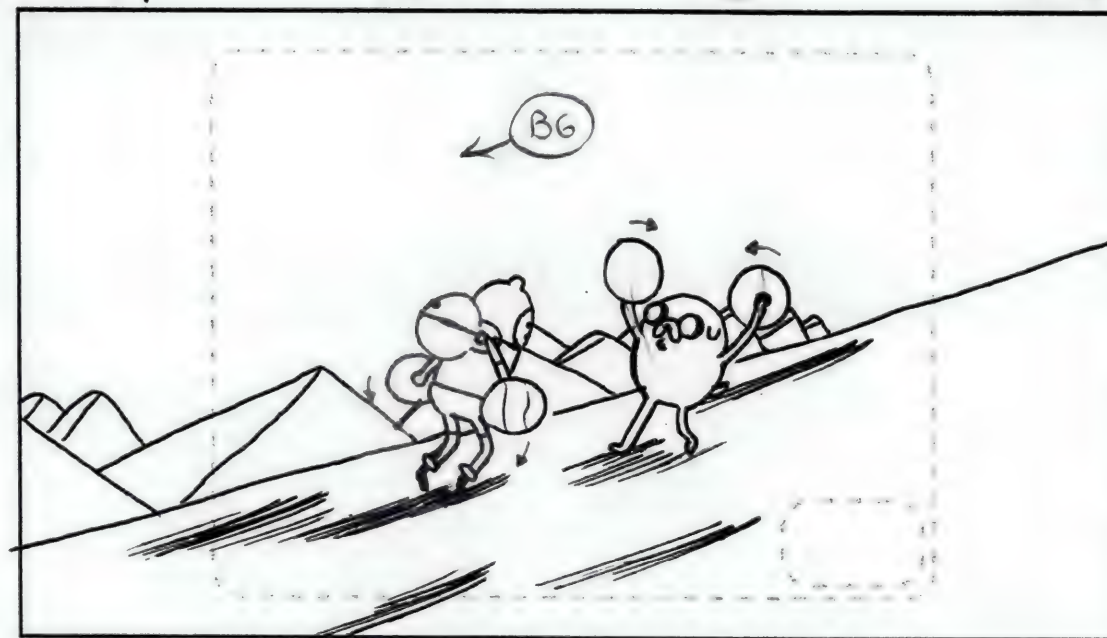


Sc. 17

Pnl. A

Bg.

day night

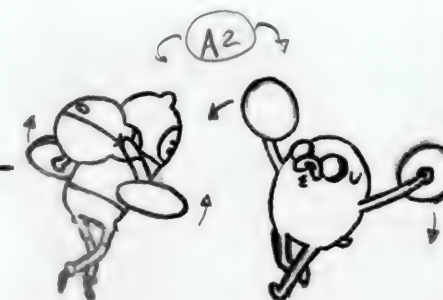


Dialog:

F: They oughtta get
a new
gimmick.

Action:

Timing:



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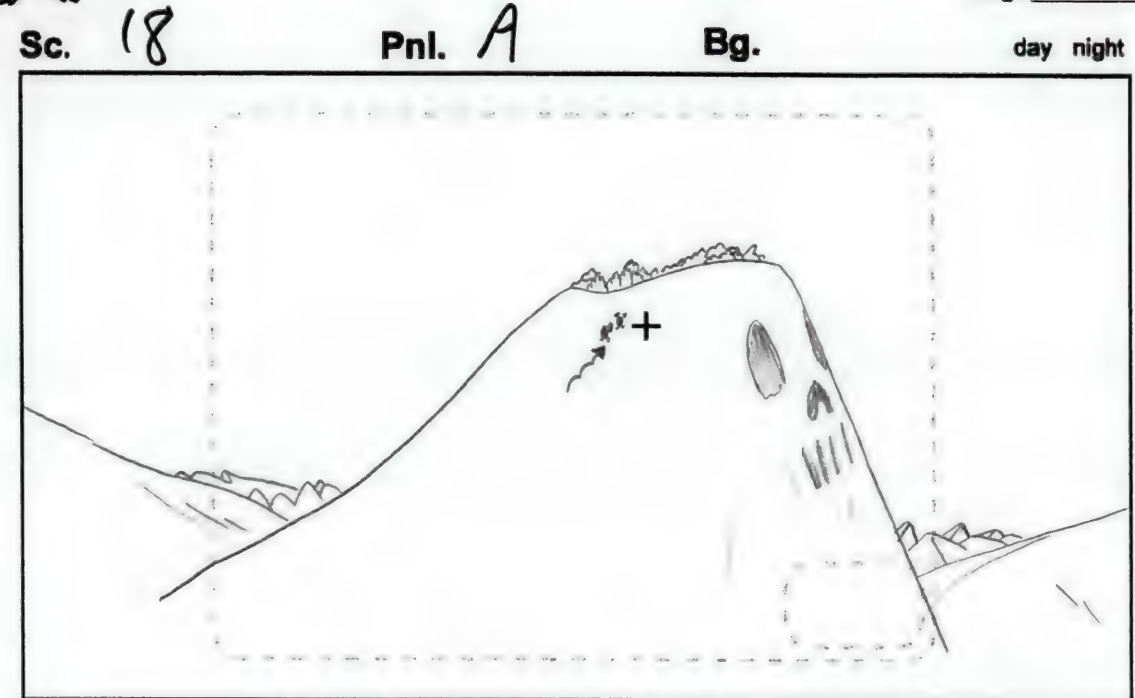
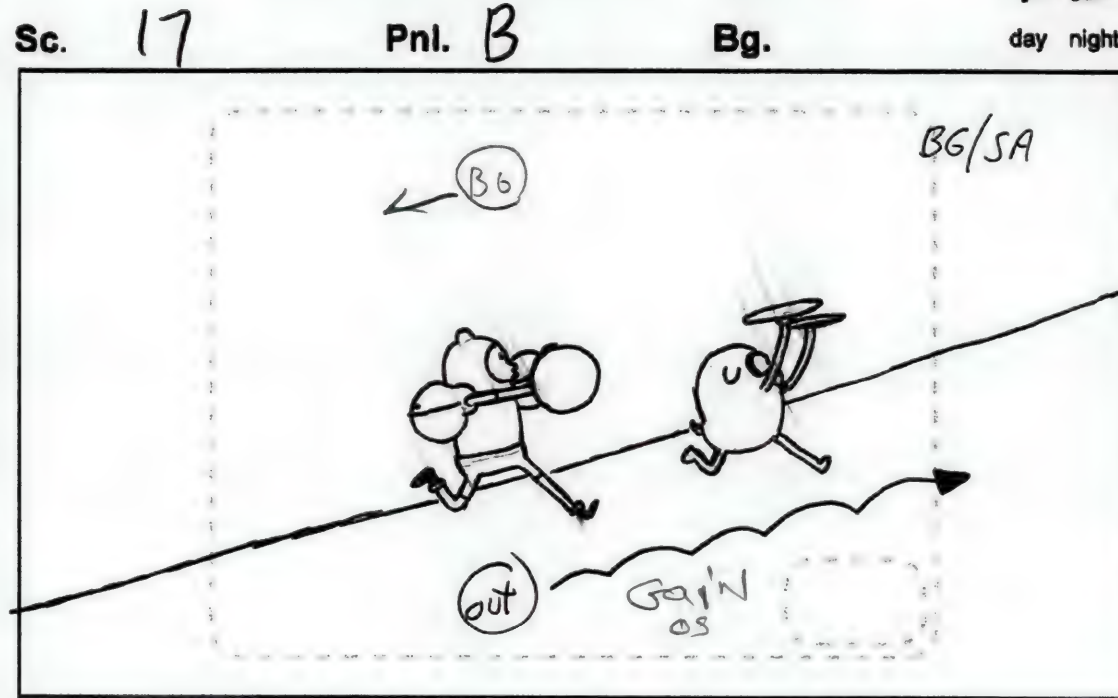
Production :

1034/230

ADVENTURE TIME



Page 33



Dialog: F+J: Sshhh!!

Action: -F+J GAIN OFF/5.

Timing:

-F+J APPROACH TOP OF MOUNTAIN.

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Production :

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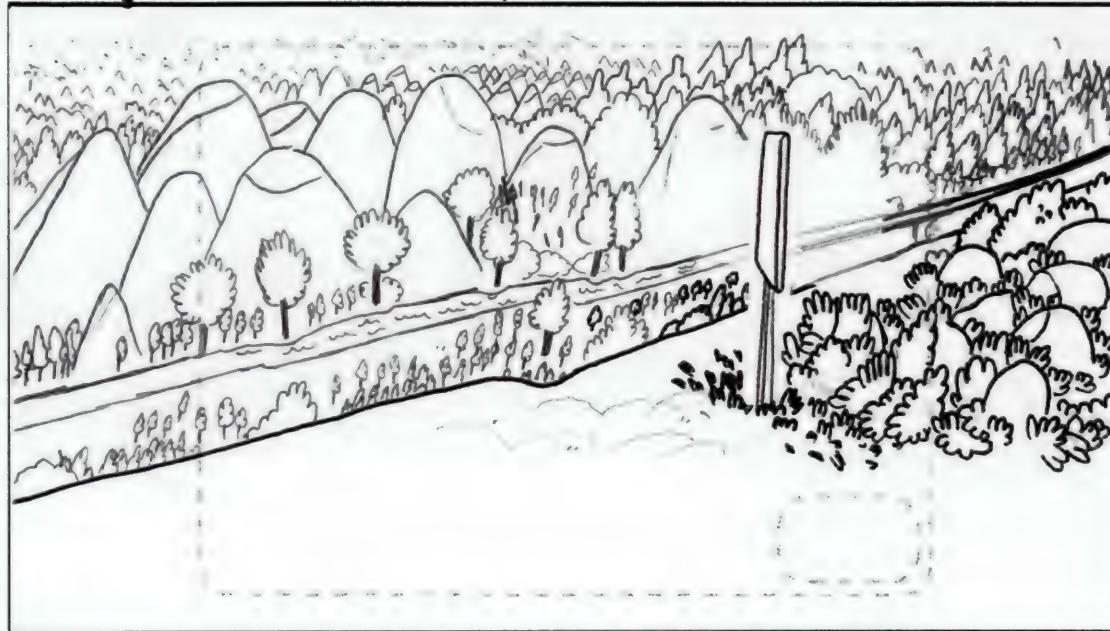
1034/230

ADVENTURE TIME

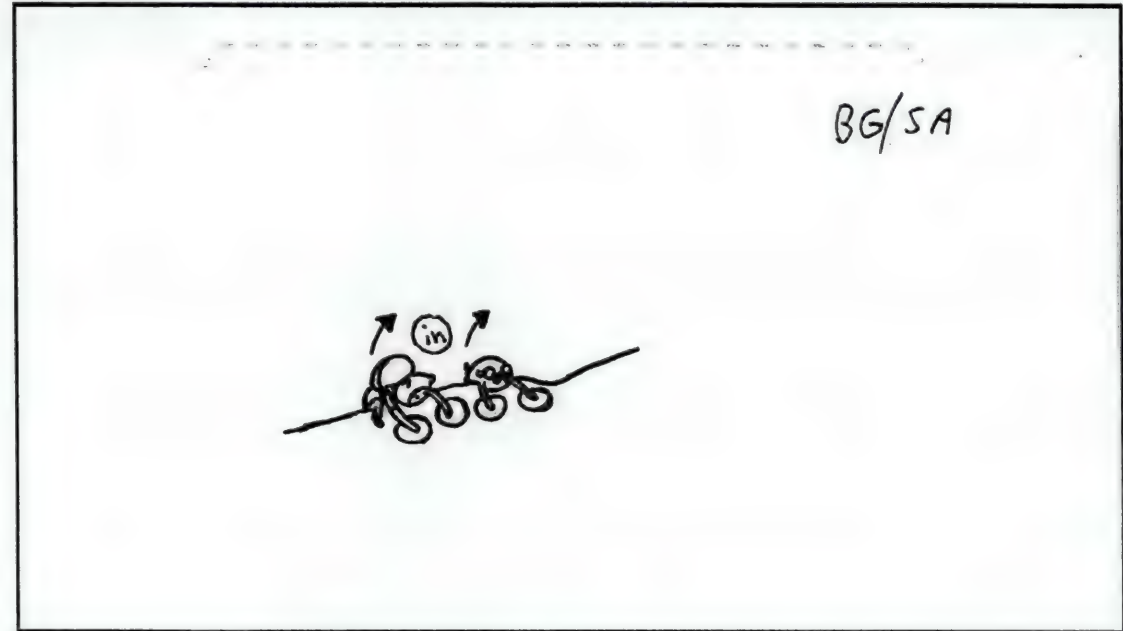


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Sc. 19 Pnl. A Bg. day night



Sc. 19 Pnl. B Bg. day night



Dialog:	
Action:	- F+J CLIMB ONTA TOP of MOUNTAIN.
Timing:	AUG 14 2015

(B)



EPISODE # 1034-230

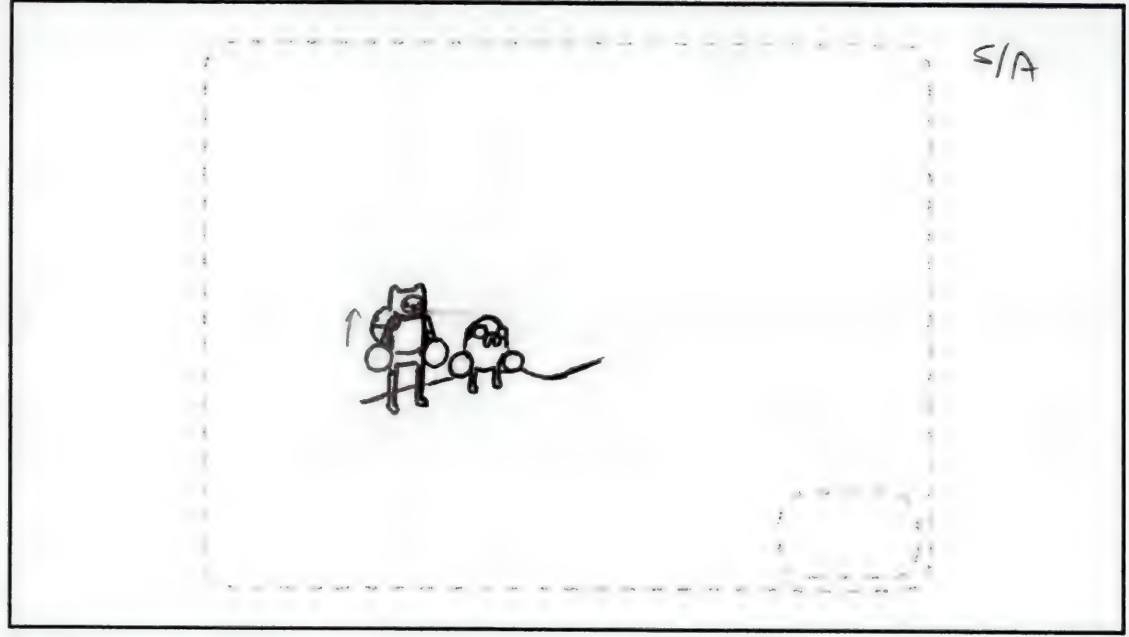
Production :

1034/230

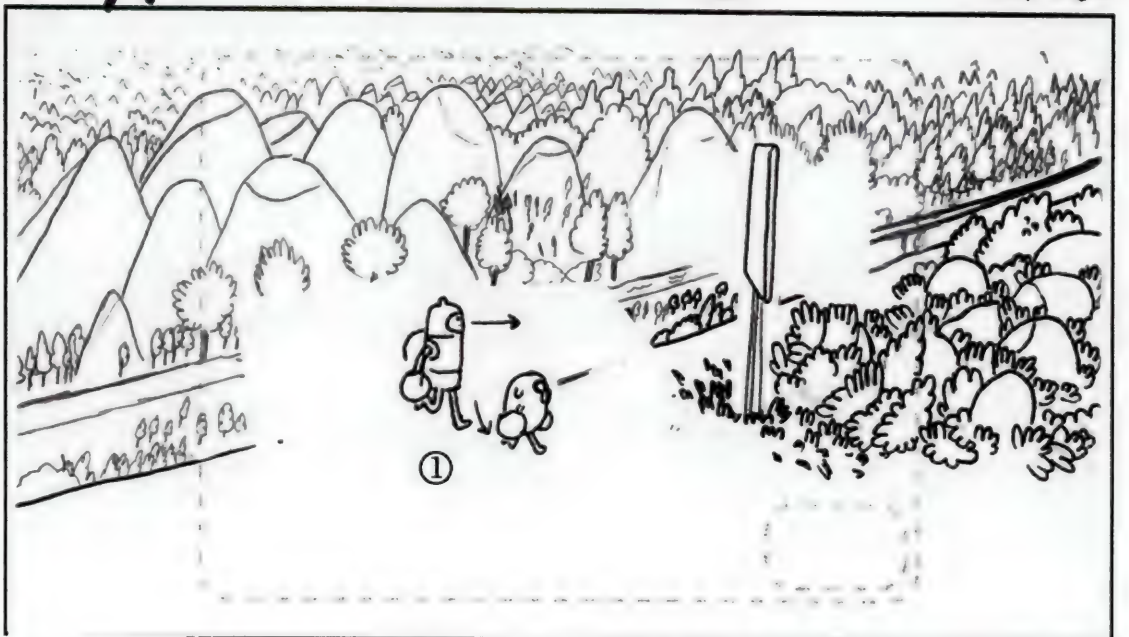
ADVENTURE TIME



Sc. 19 Pnl. C Bg. day night



Sc. 19 Pnl. D Bg. day night



Dialog:

Action:

Timing:

- F+J WALK IN FRONT OF SIGN.

(DI) ②

AUG 14 2015

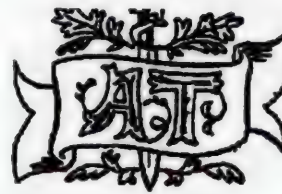
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Production :

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ADVENTURE TIME



Page 36

Sc. 20

Pl. A

Bg.

day night

B

day night



<p>Dialog:</p> <p>F/ THERE'S THE EVIL HERMIT'S.... what is that? A hut?</p>
<p>Action:</p> <p>-F+S LOOK RIGHT -PAN OVER TO HUT</p>
<p>Timing:</p> <p>(A)</p> <p>AUG 14 2015</p>

EPISODE # 1034-230

Production :

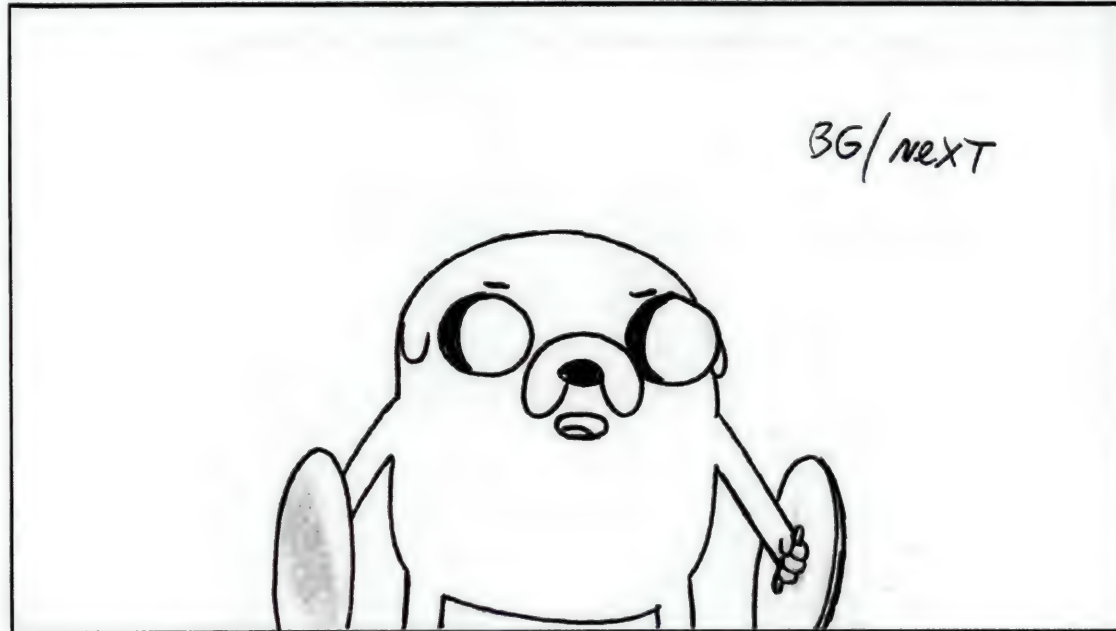
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ADVENTURE TIME

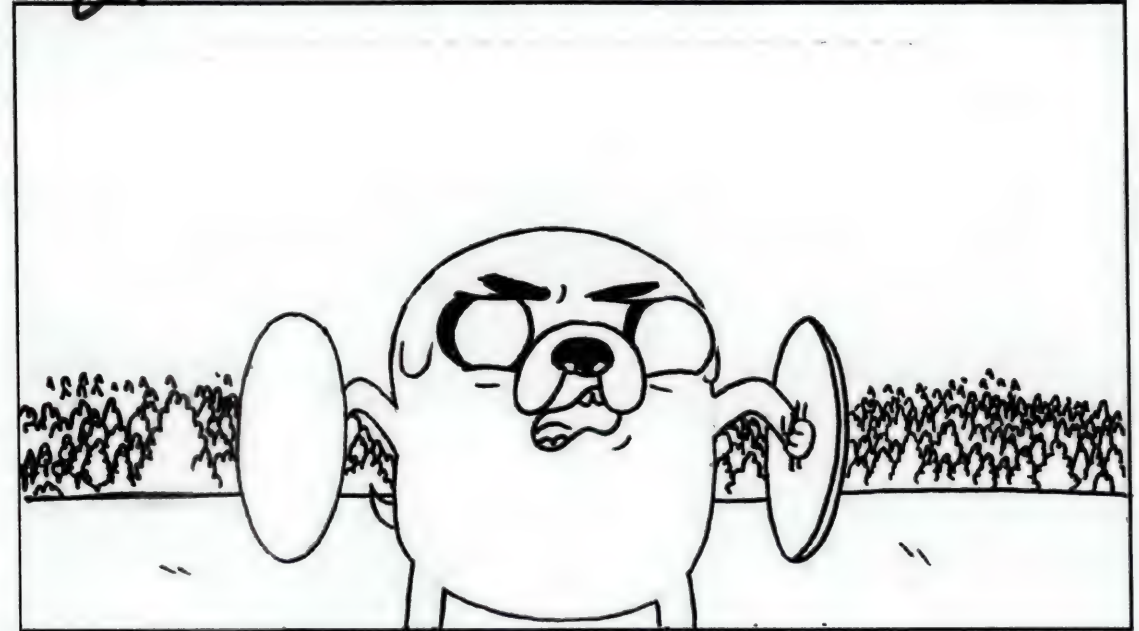


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Sc. 21 Pnl. A Bg. day night



Sc. 21 Pnl. B Bg. day night



Dialog:	<u>J</u> : Nah, it's a yurt
Action:	
Timing:	

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Production :

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ADVENTURE TIME



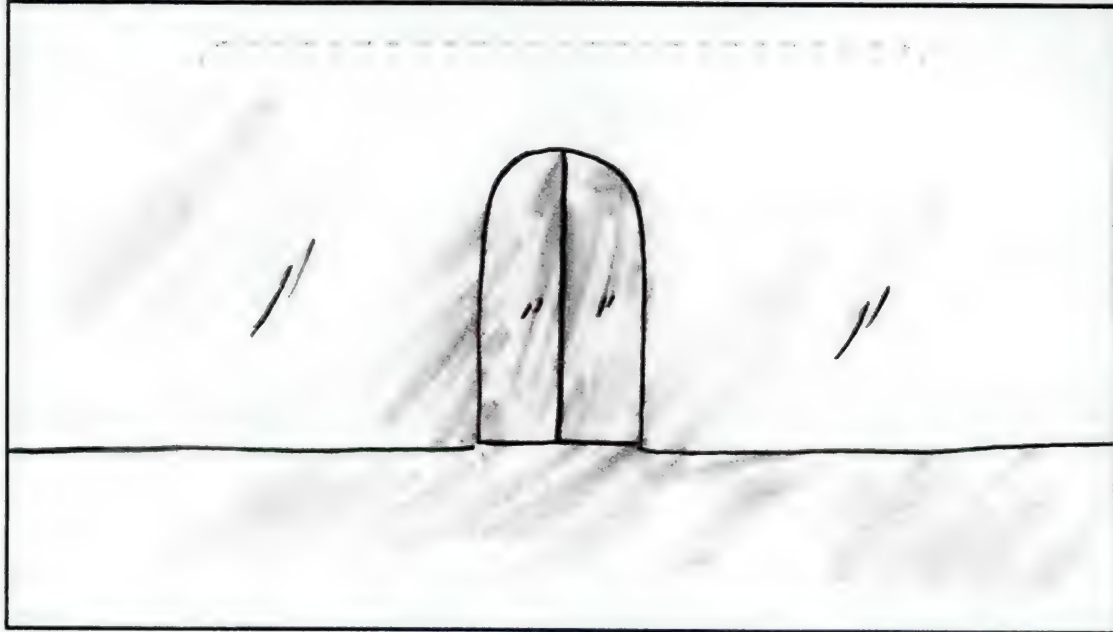
Page 38

Sc. 22

Pnl. A

Bg.

day night

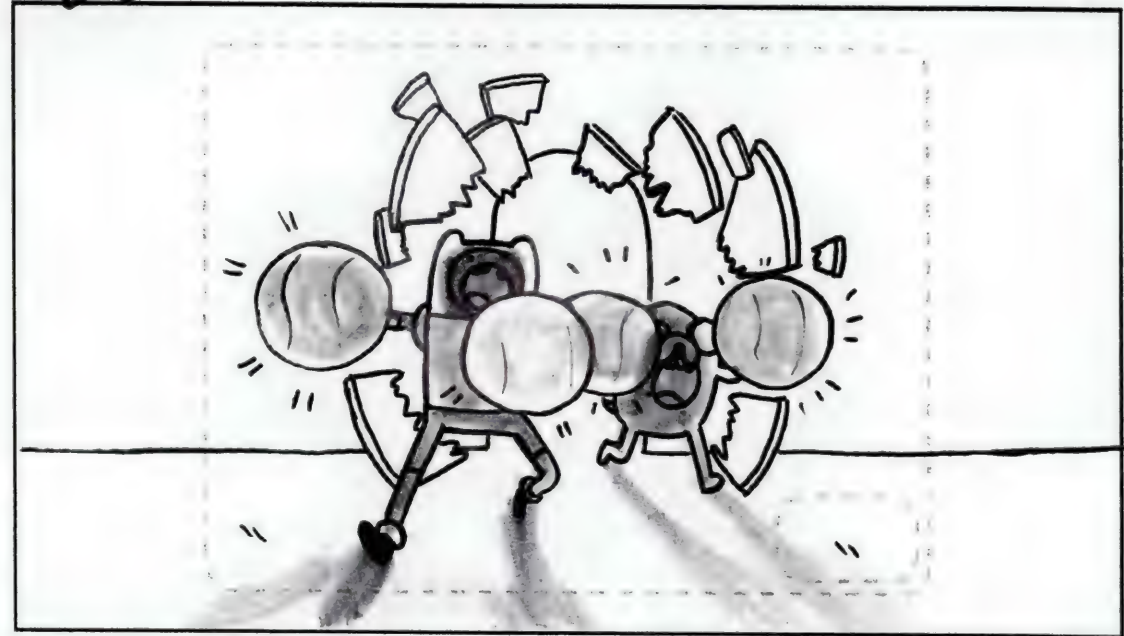


Sc. 22

Pnl. B

Bg.

day night



Dialog:

F+J: Yaa-ahh!!

Action:

- F+J burst in.

Timing:



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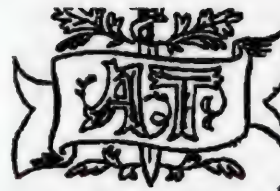
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Production :

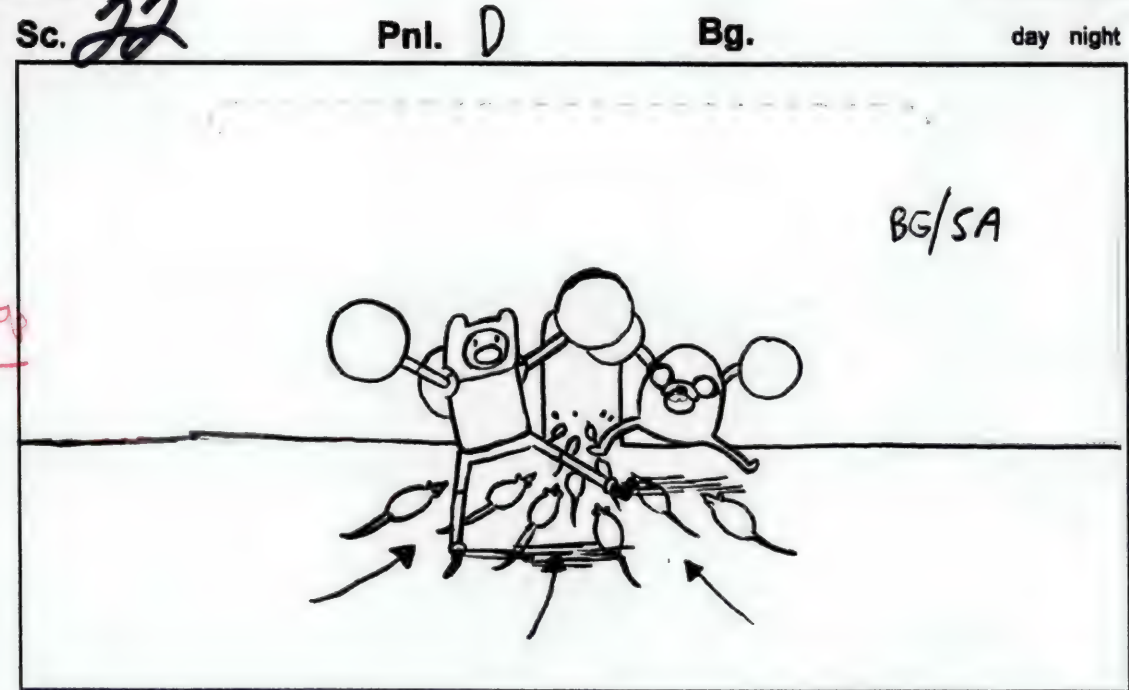
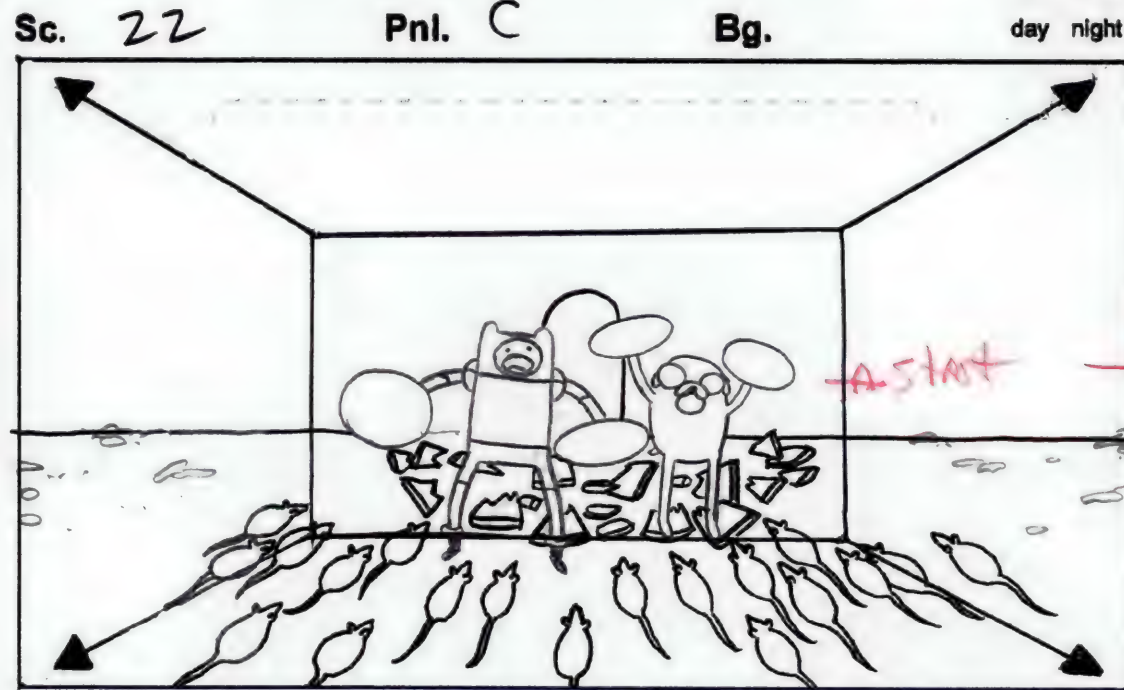
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ADVENTURE TIME



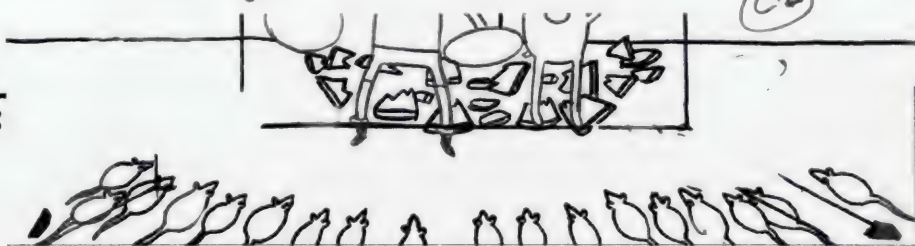

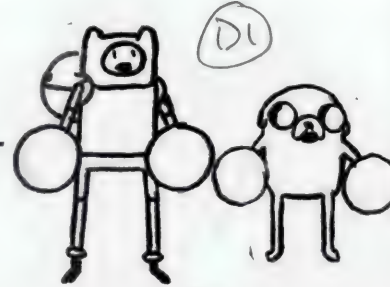
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Dialog: F+J: RATS! + TRUCK OUT F+J: EUGH...

Action: -TRUCK OUT TO INCLUDE RATS. C2 -RATS RUN OUT DOOR.

Timing:

AUG 14 2015

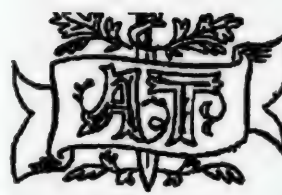
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ADVENTURE TIME



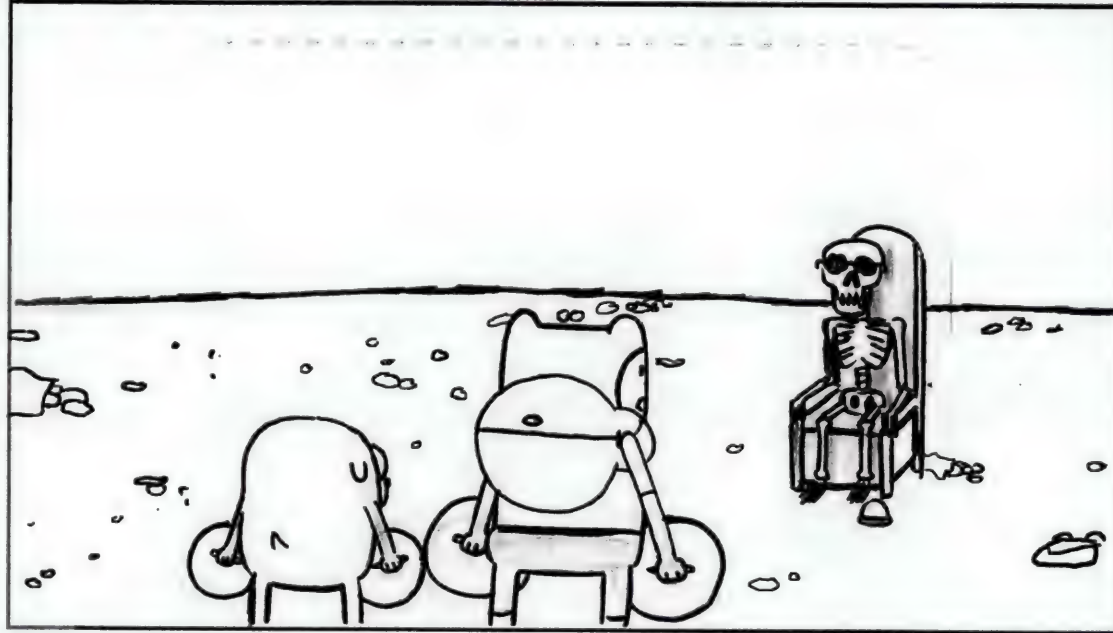
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Sc. 23

Pnl. A

Bg.

day night

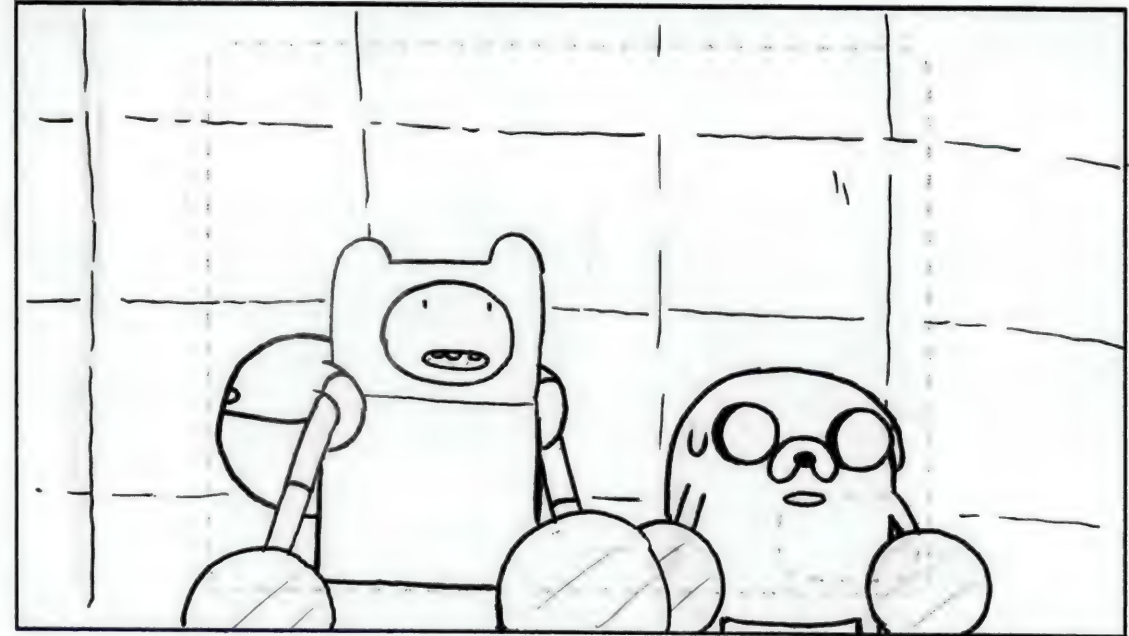


Sc. 24

Pnl. A

Bg.

day night



Dialog:

F: Is that the hermit?

Action:

- F+J LOOK AT SKELETON IN THRONE.

Timing:

AUG 14 2015

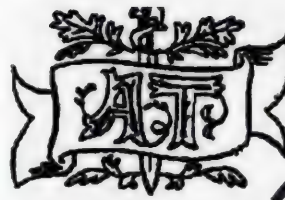
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ADVENTURE TIME



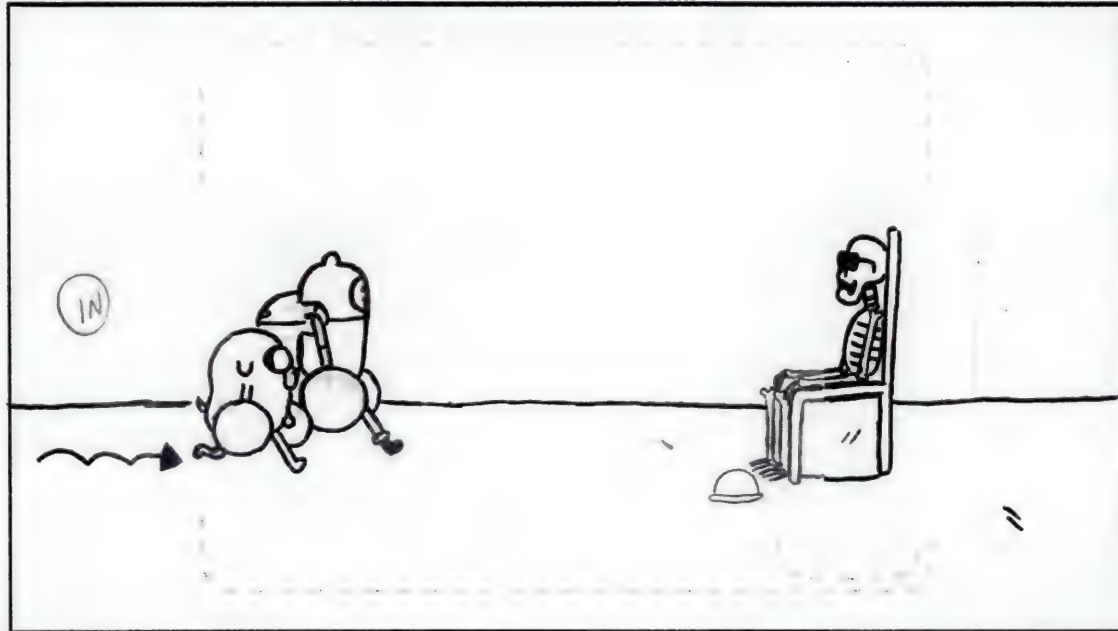
Page 41

Sc. 25

Pnl. A

Bg.

day night

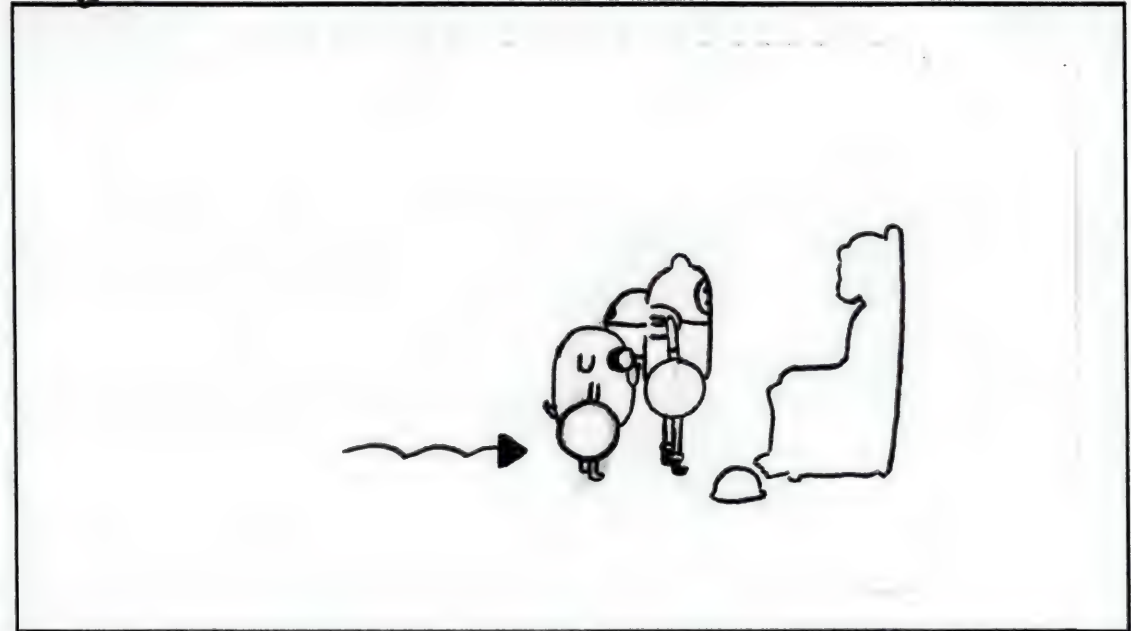


Sc. 25

Pnl. B

Bg.

day night

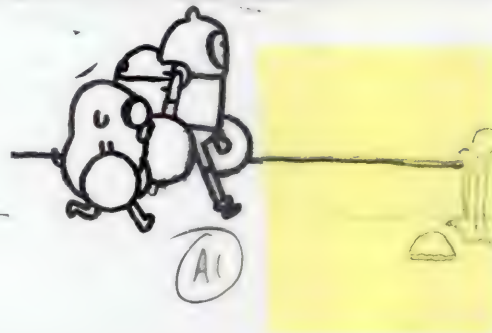


Dialog:

Action:

- F+J WALK TOWARDS THRONE

Timing:



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Production :

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ADVENTURE TIME



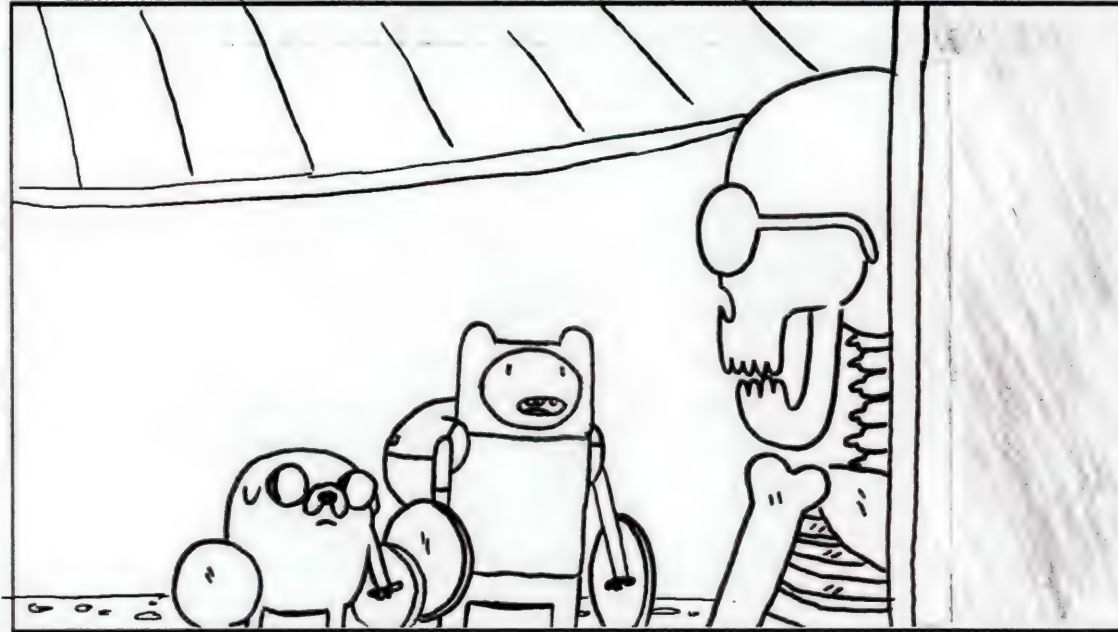
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Sc. 26

Pnl. A

Bg.

day night

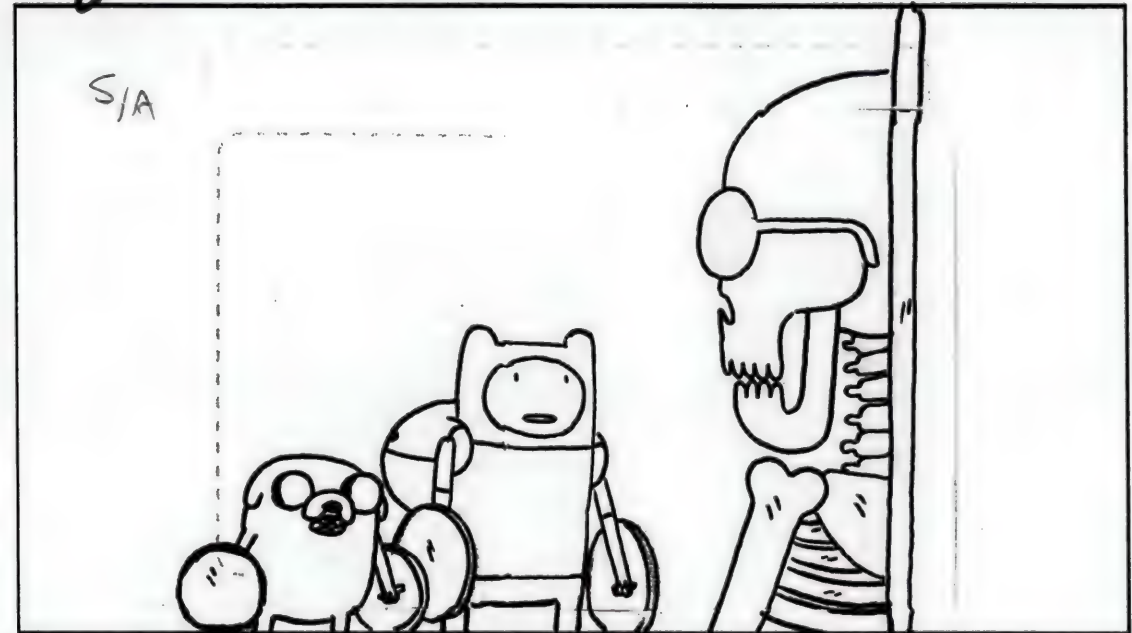


Sc. 26

Pnl. B

Bg.

day night



Dialog:

F: we don't get to fight the hermit.

J: He's so dead.

Action:

Timing:

AUG 14 2015

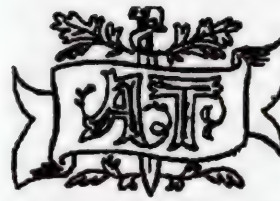
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Production :

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ADVENTURE TIME



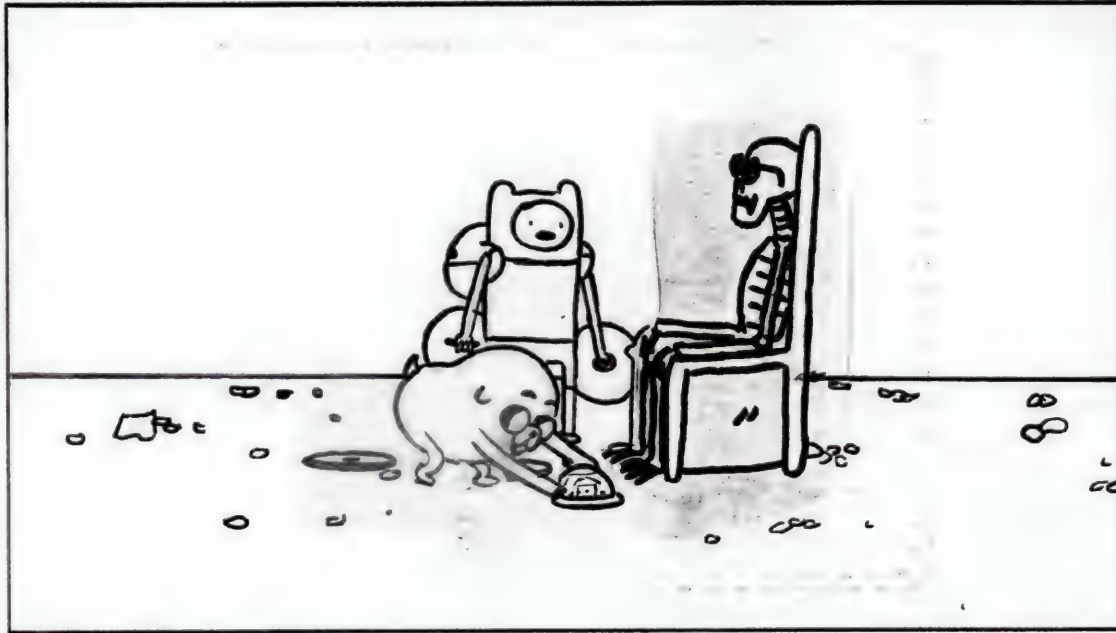
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Sc. 27

Pnl. A

Bg.

day night

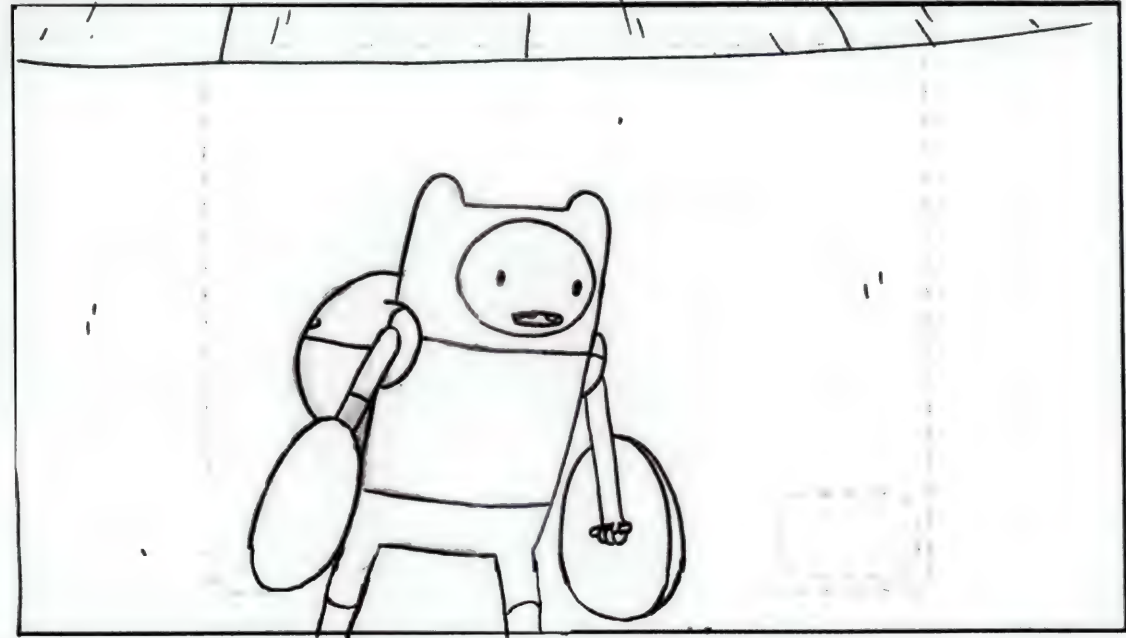


Sc. 28

Pnl. A

Bg.

day night

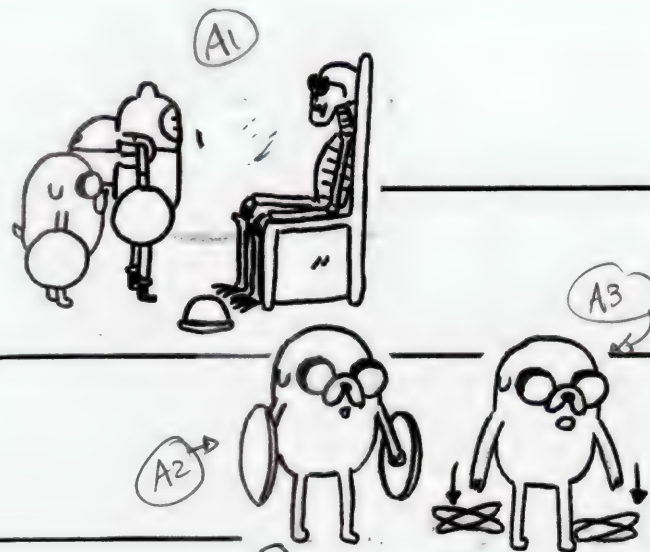


Dialog: J: Hey look

F: WHATS IT,

Action: -J. SEES SNOWGLOBE,
DROPS SHIELDS AND
STOOPS

Timing:



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Production :

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ADVENTURE TIME

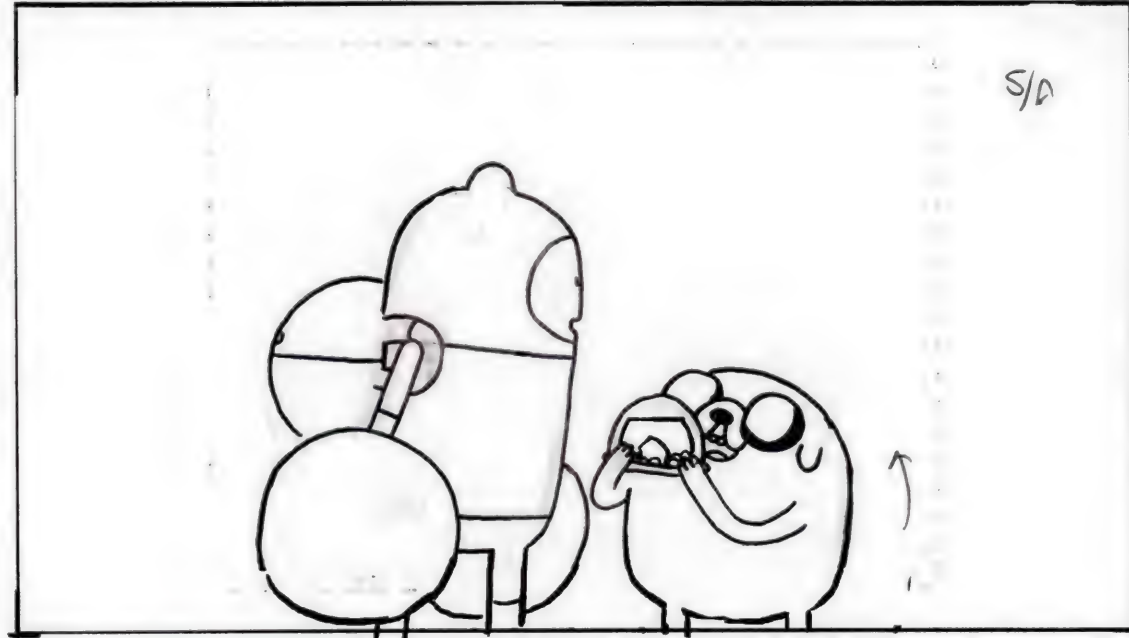


Sc. 28

Pnl. B

Bg.

day night

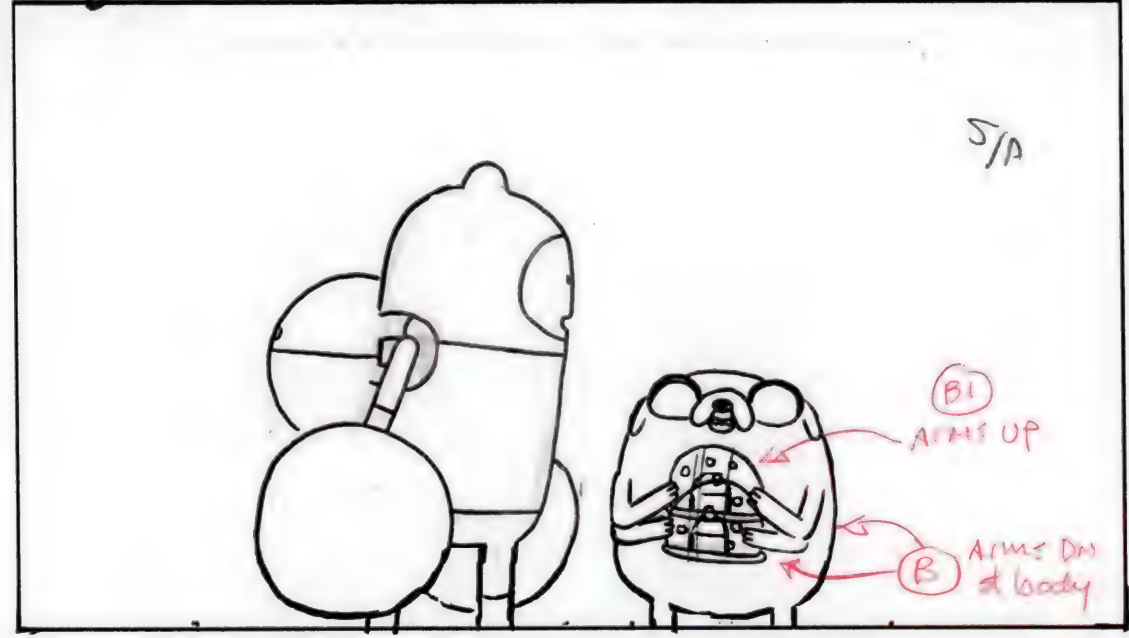


Sc. 28

Pnl. C

Bg.

day night

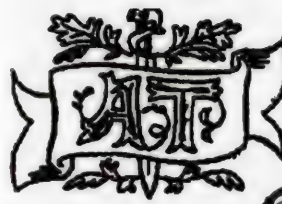


<p>Dialog:</p> <p><u>J</u>: The treasure. OKAY, HERE GOES...</p>	<p><u>J</u>: "Oh, great treasure. Make my taste buds, think they're tasting fried chicken even when I eat my fruits and vegetables."</p>
<p>Action:</p> <p>- J. RISES ON/S.</p>	<p>- J. SHAKES SNOW GLOBE</p>
<p>Timing:</p> <p>AUG 14 2015</p>	

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Sc. 28

Pnl. D

Bg.

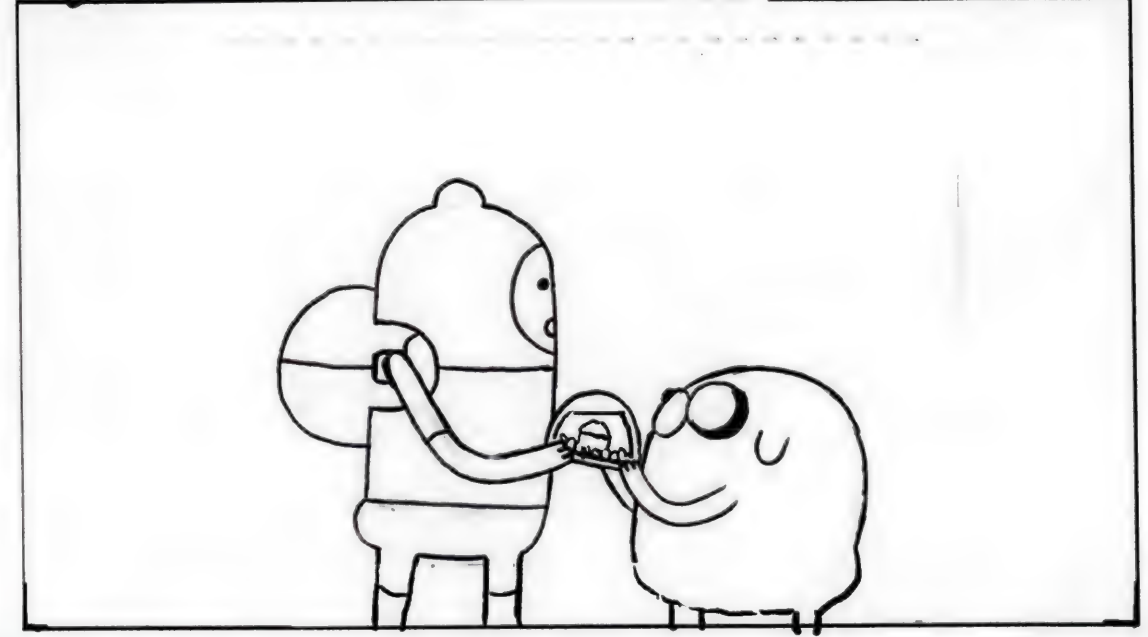
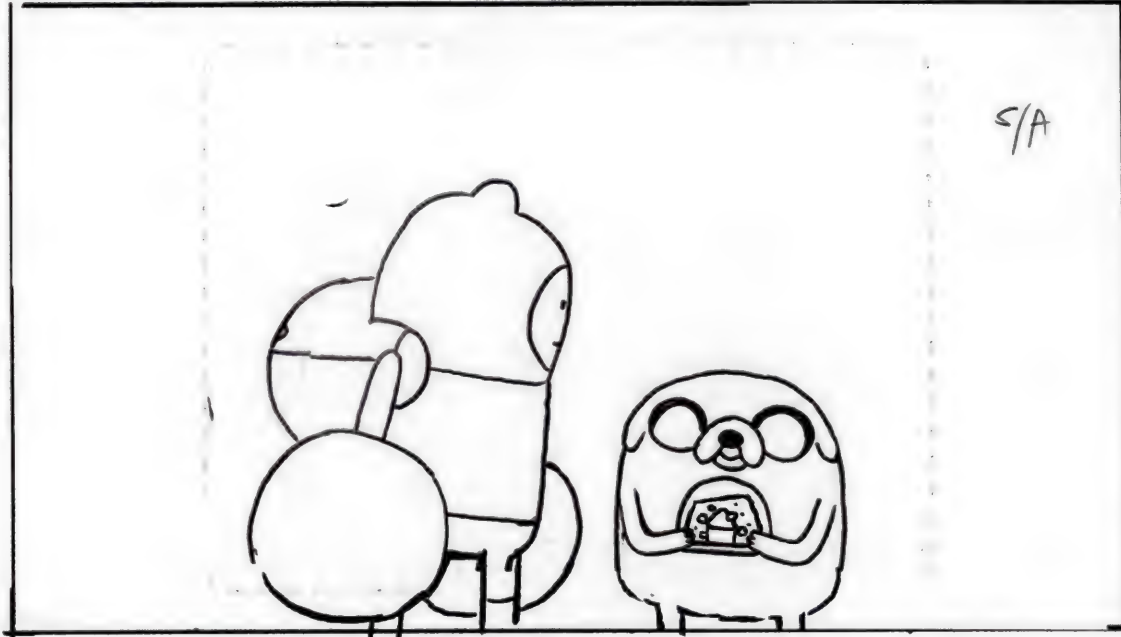
day night

Sc. 28

Pnl. E

Bg.

day night



Dialog:

J: I don't have any fruits or vegetables on me. I guess I'll find out later.

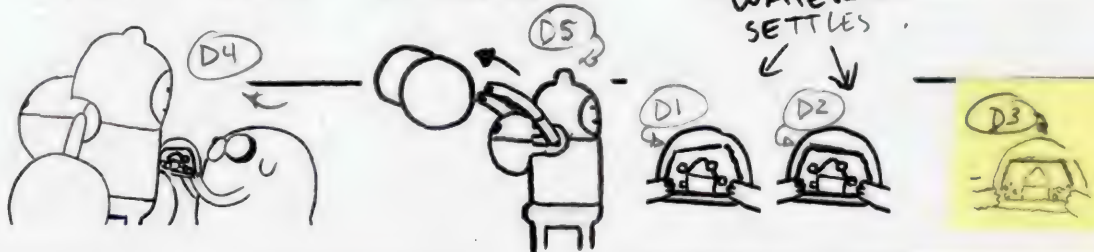
① YOUR TURN.

Action:

-Finn toss shields.

CYCLE:
WATER & SNOWFLAKES
SETTLES

Timing:



AUG 14 2015

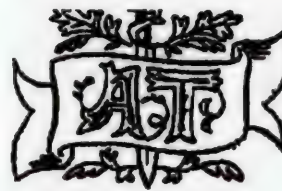
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ADVENTURE TIME



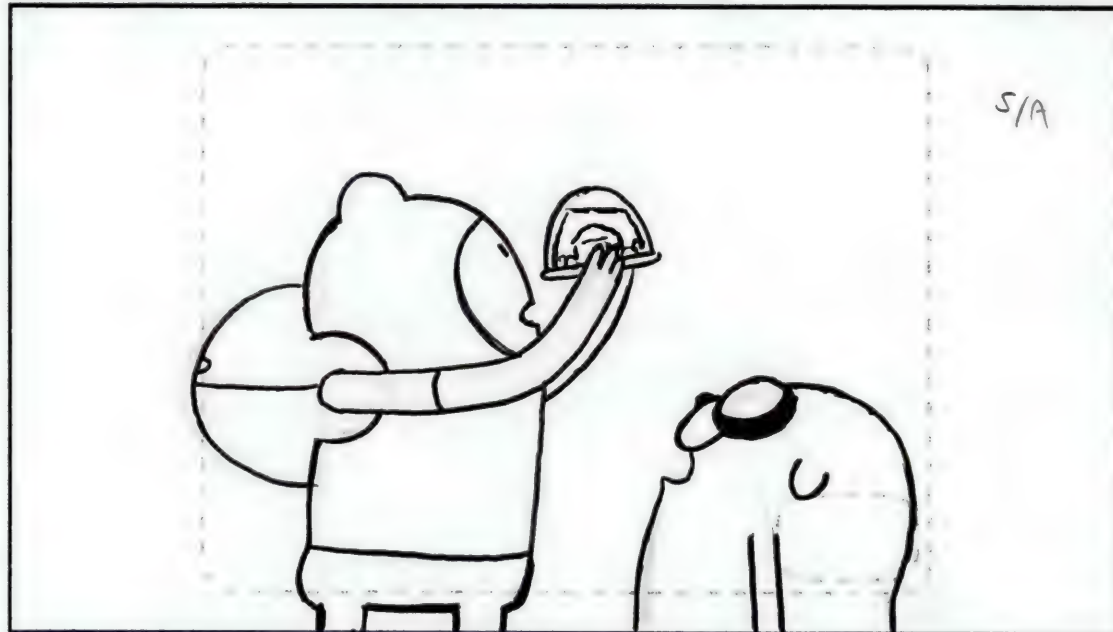
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Sc. 28

Pnl. F

Bg.

day night

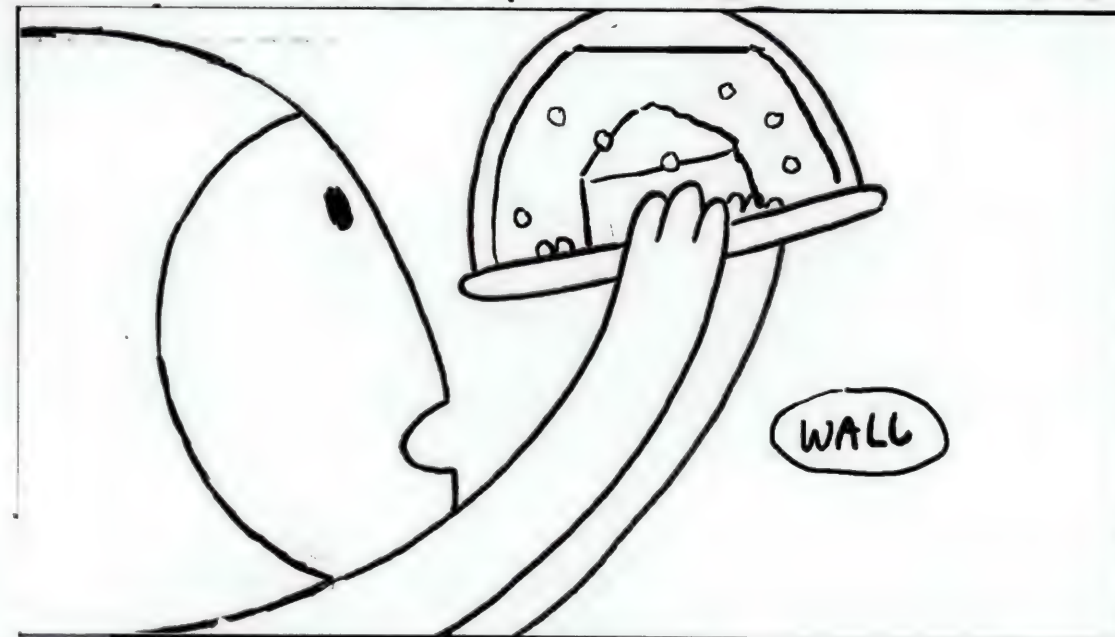


Sc. 29

Pnl. A

Bg.

day night



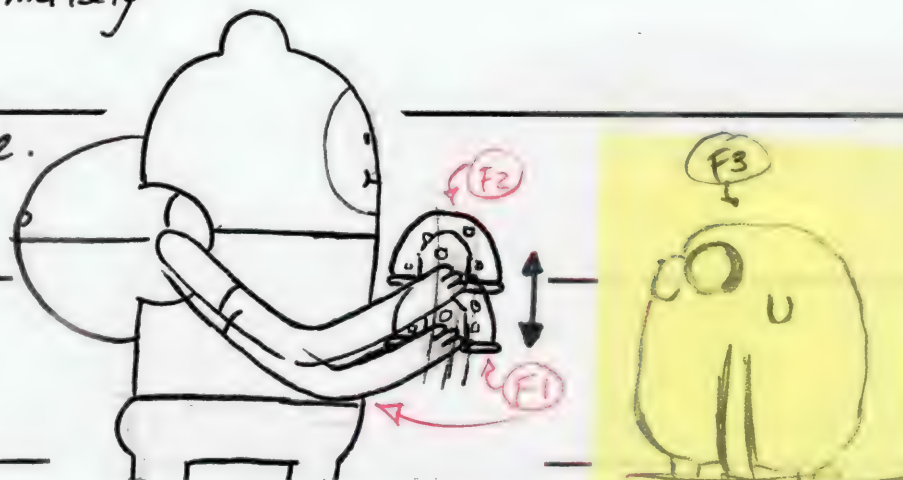
Dialog:

F: Oh great treasure,
I want to be approximately
11.5 inches taller...

Action:

-F. Talks at snow globe.
Finn shakes globe.

Timing:



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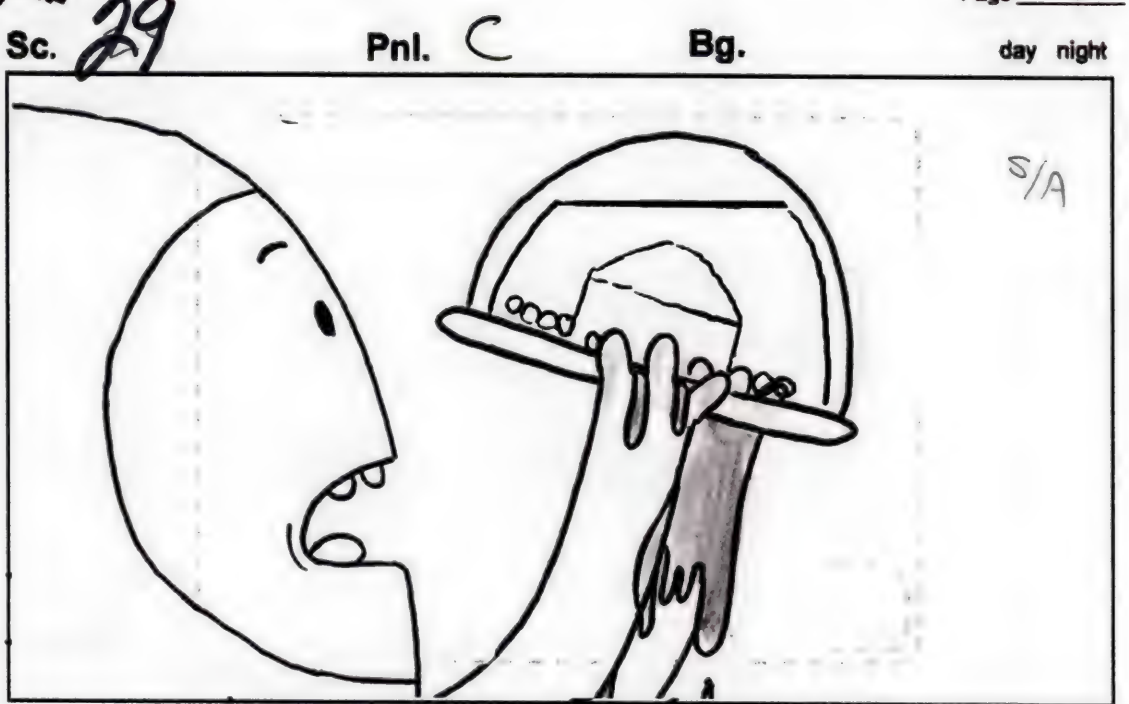
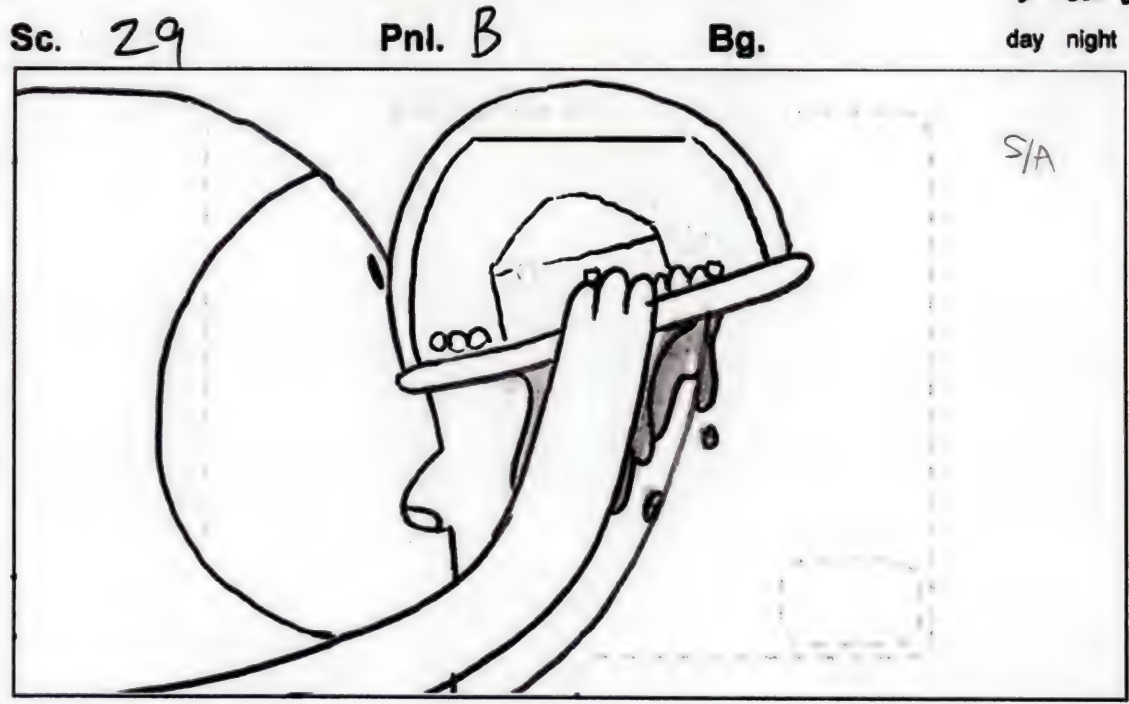
Production :

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ADVENTURE TIME



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Dialog:

Action: - SLUDGE OOZES OUT OF SNOW GLOBE.

Timing:

F: Gross it's leaking!

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Production :

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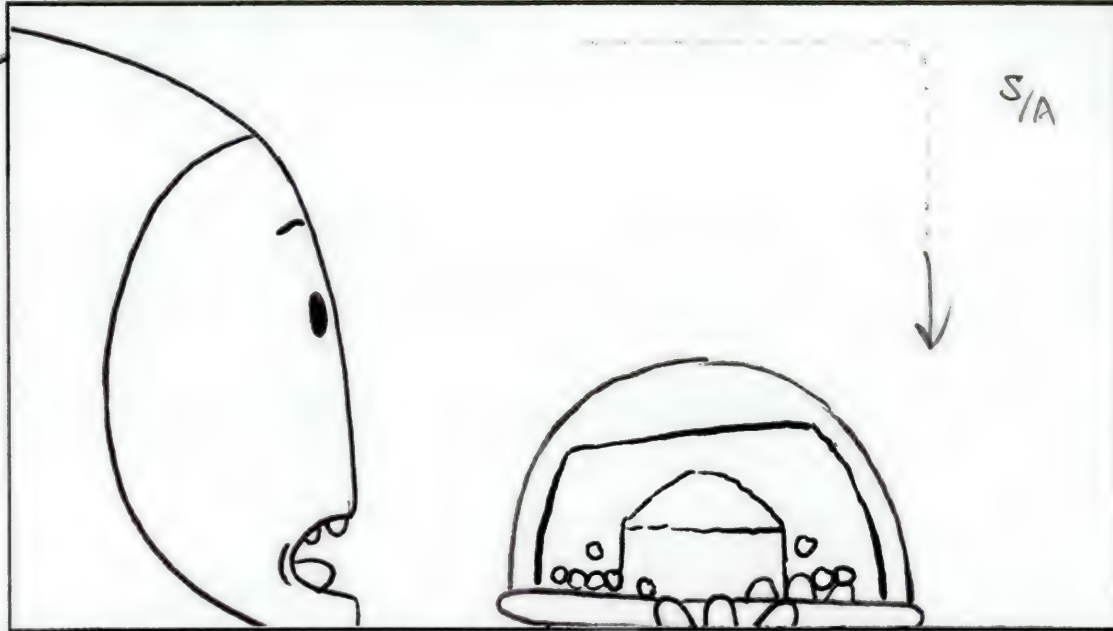
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ADVENTURE TIME



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Sc. 29 Pnl. D Bg. day night



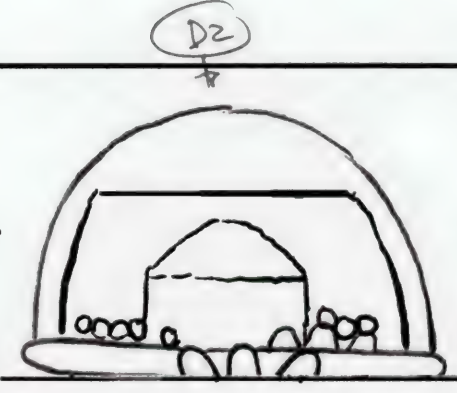
Sc. 30 Pnl. A Bg. day night



Dialog:

Action:

Timing:



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Production :

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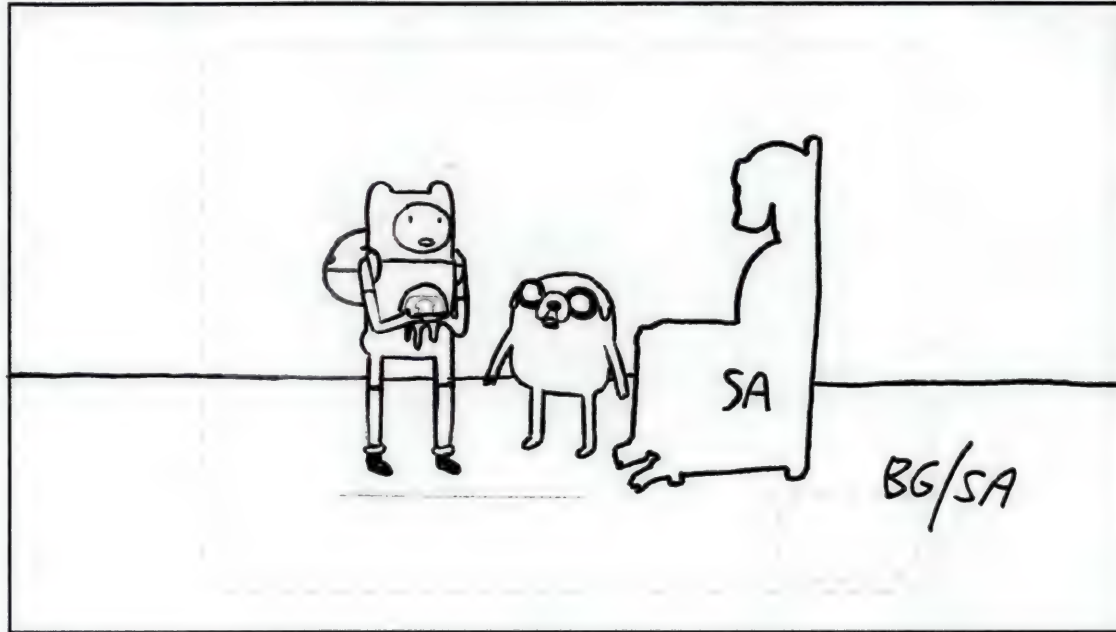
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ADVENTURE TIME

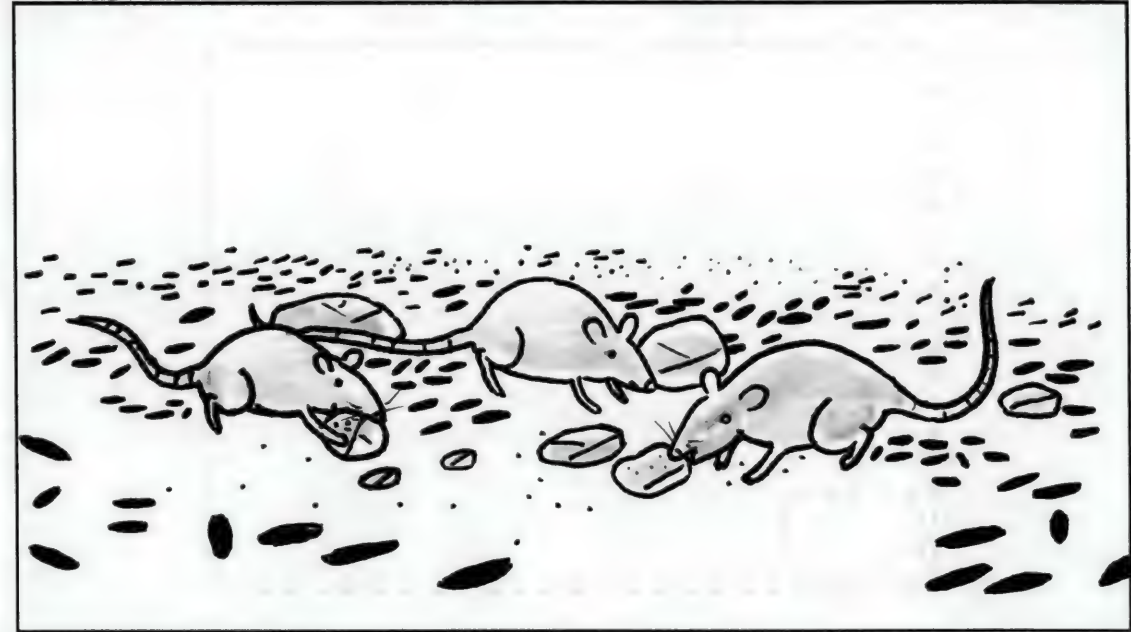


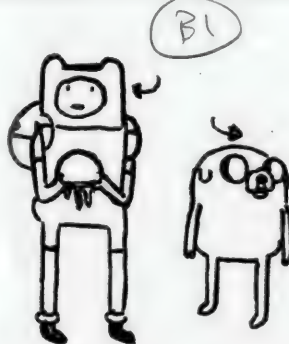
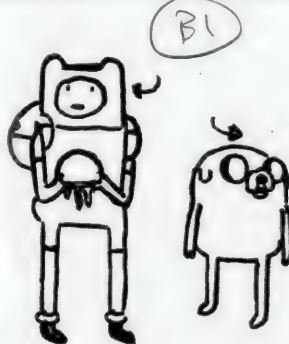
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Sc. 30 Pnl. B Bg. day night



Sc. 31 Pnl. A Bg. day night



Dialog:				<p>SFX: * NIBBLING *</p>	
Action:	- F+J stand around			- F+J WATCH RATS.	
Timing:					

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ADVENTURE TIME



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Sc. 32 Pnl. A Bg. day night



Sc. 33 Pnl. A Bg. day night



Dialog:

Action: -CU pizza boxes.

-CU ice wrappers and sticks.
cream

Timing:

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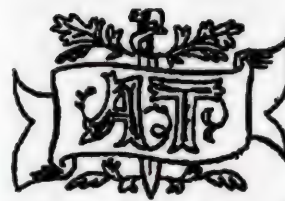
Production :

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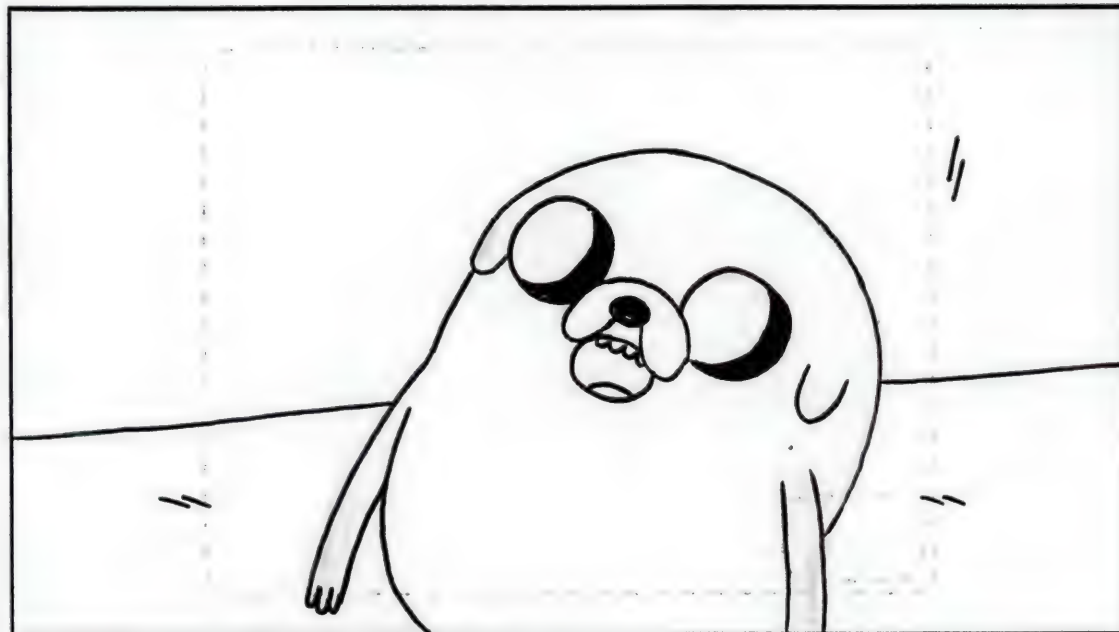
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Sc. 34

Pnl. A

Bg.

day night

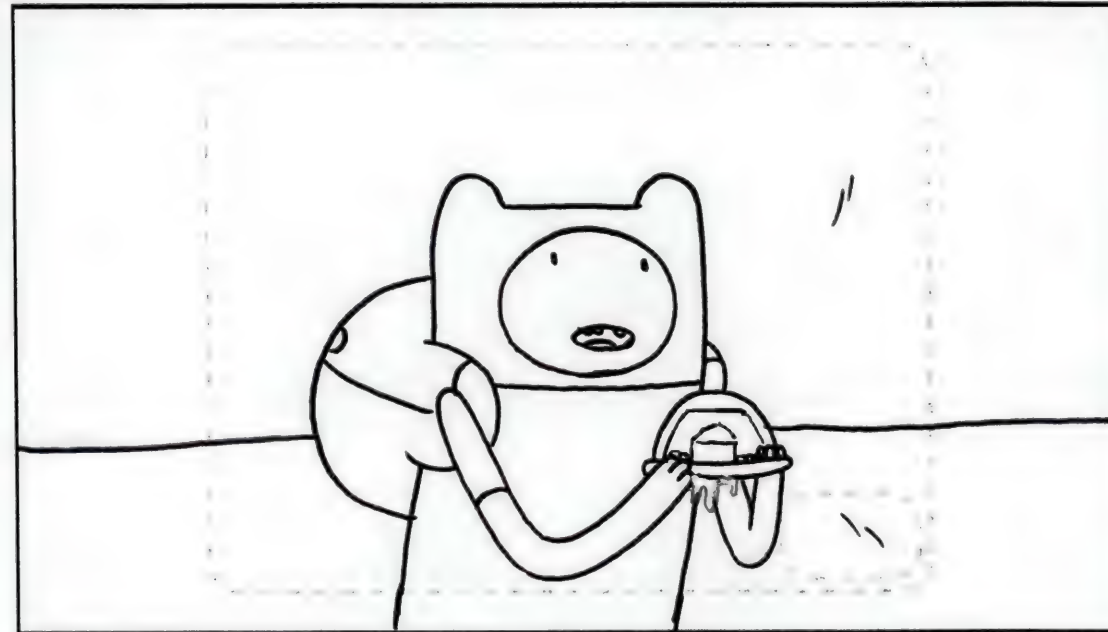


Sc. 35

Pnl. A

Bg.

day night



Dialog: J: This place is depressing. F: and I'm not growing TALLER...

Action:

Timing:

AUG 14 2015

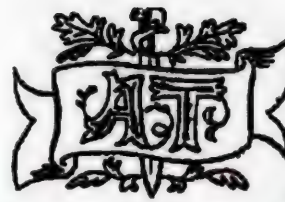
EPISODE # 1034-230

Production :

1034/230

1034/230

ADVENTURE TIME



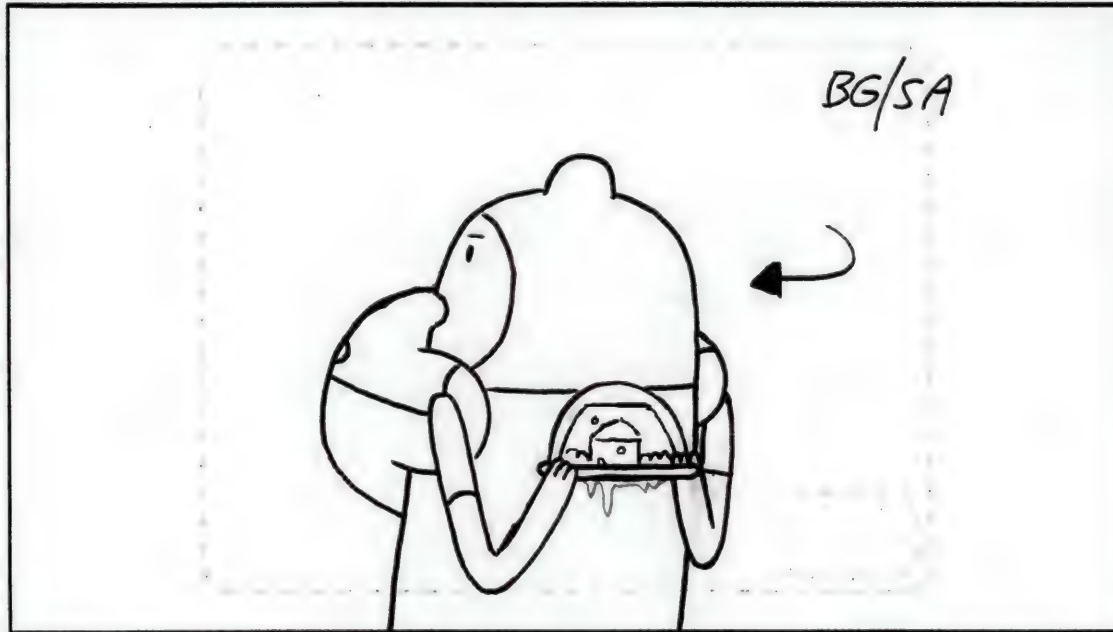
Page 52

Sc. 35

Pnl. B

Bg.

day night

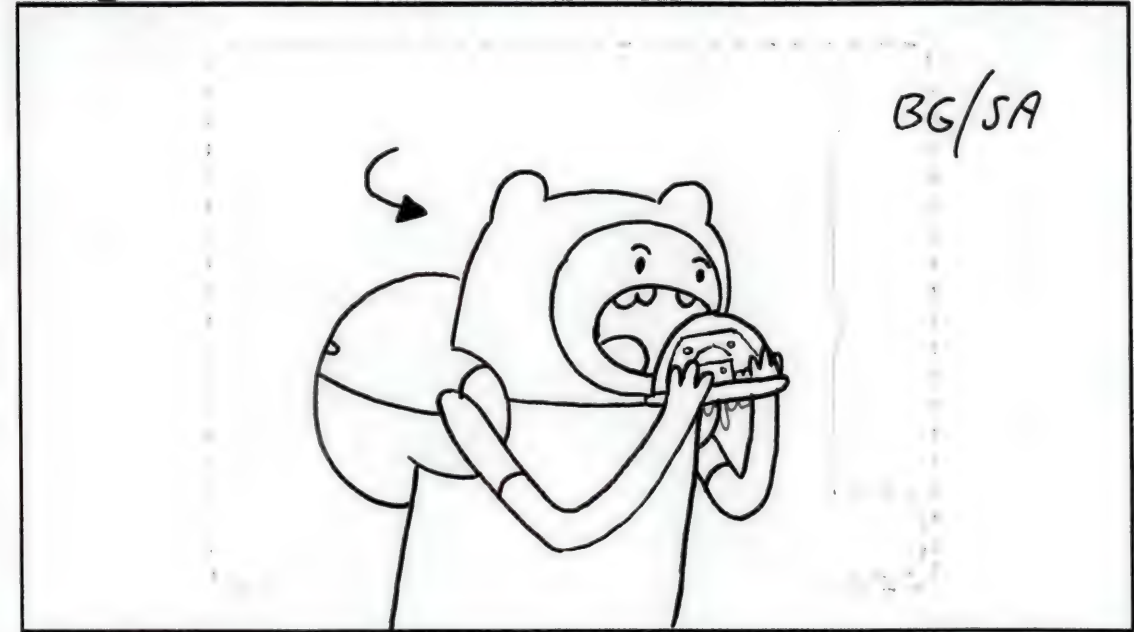


Sc. 35

Pnl. C

Bg.

day night



Dialog:

F: There's nothing going on here! --

F: ON TOP OF DEAD MOUNTAIN!!

Action:

-F. YELLS INTO SNOW GLOBE

Timing:

AUG 14 2015

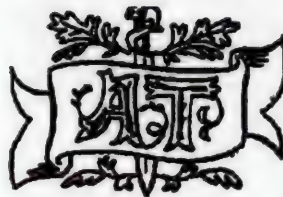
EPISODE # 1034-230

Production :

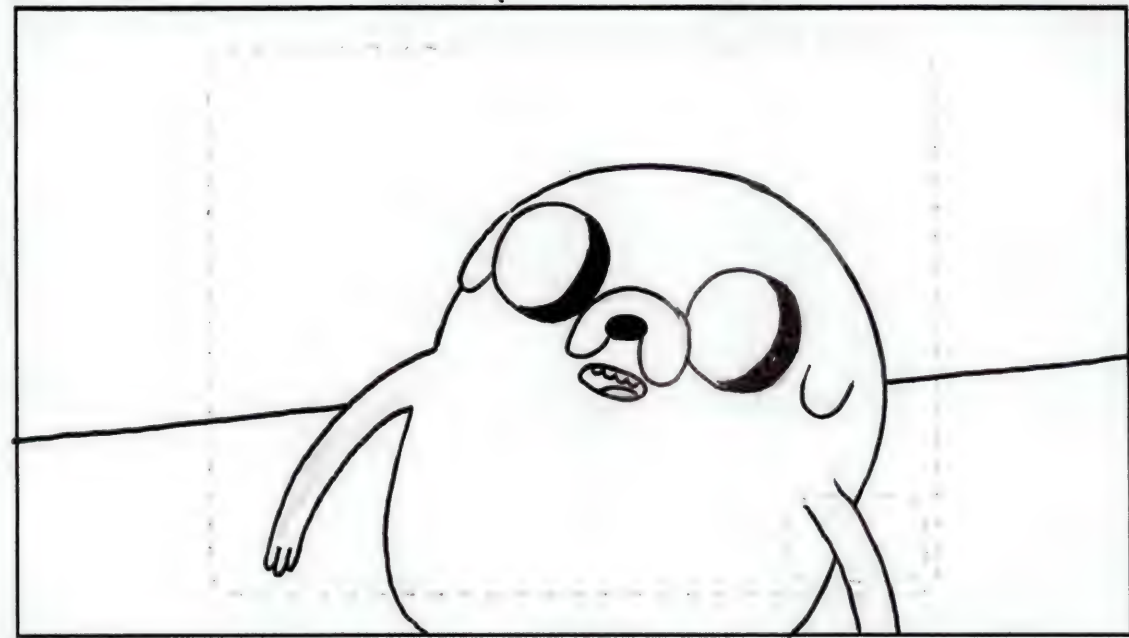
1034/230

1034/230

ADVENTURE TIME



Sc. 36 Pnl. A Bg. day night



Sc. 37 Pnl. A Bg. day night



Dialog:	<u>J</u> : We should have known better than to trust a book.
Action:	
Timing:	

AUG 14 2015

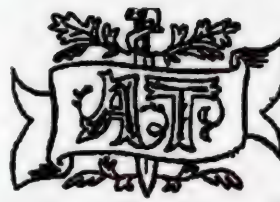
1034/230

EPISODE# 1034-230

Production :

1034/230

ADVENTURE TIME



Page 54

Sc. 37

Pnl. B

Bg.

day night

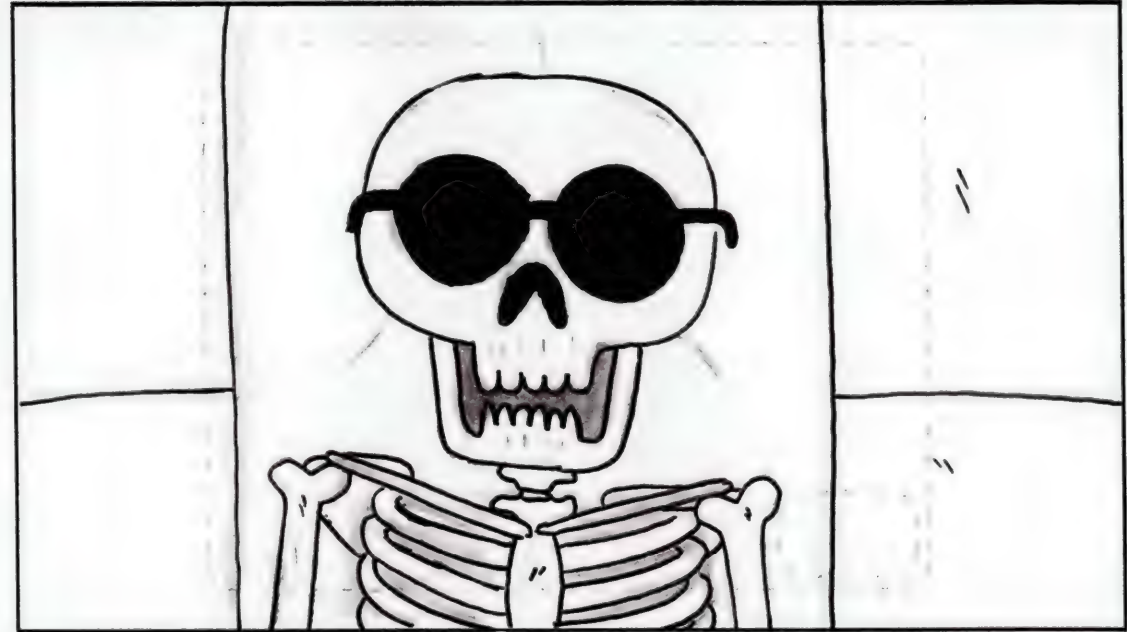


Sc. 38

Pnl. A

Bg.

day night



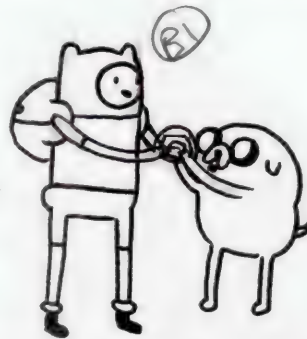
Dialog:

F: Yeah...

F: ^(W) He makes one cool skeleton though.

Action:

- F. HANDS SNOWGLOBE TO JAKE.



Timing:

AUG 14 2015

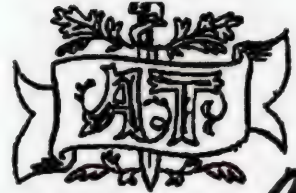
EPISODE # 1034-230

Production :

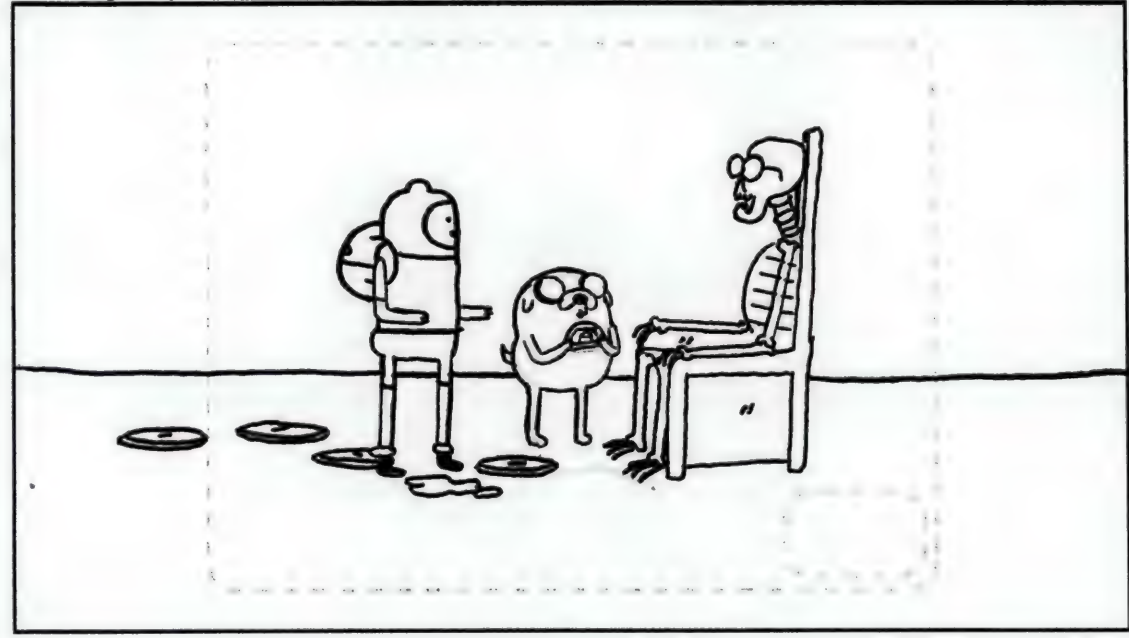
1034/230

1034/230

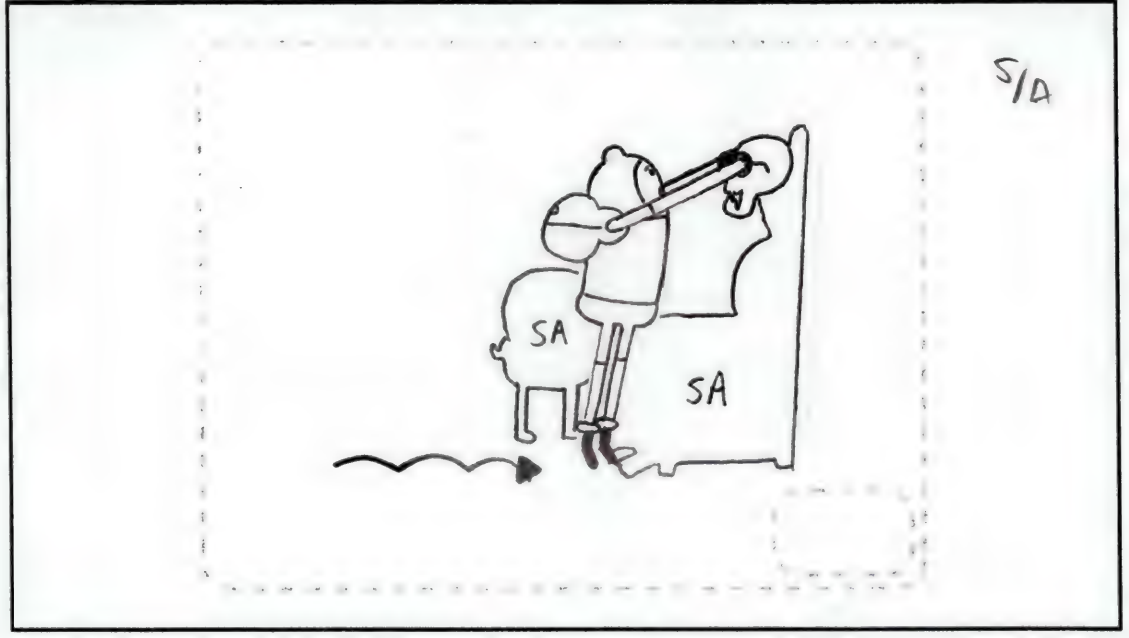
ADVENTURE TIME



Sc. 39 Pnl. A Bg. day night



Sc. 39 Pnl. B Bg. day night



Dialog: F: These SHADES ...

Action: -F. STEPS FORWARD AND GRABS SHADES.

Timing: AUG 1 4 2015

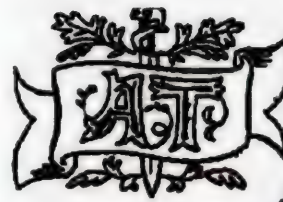


AL

EPISODE # 1034-230

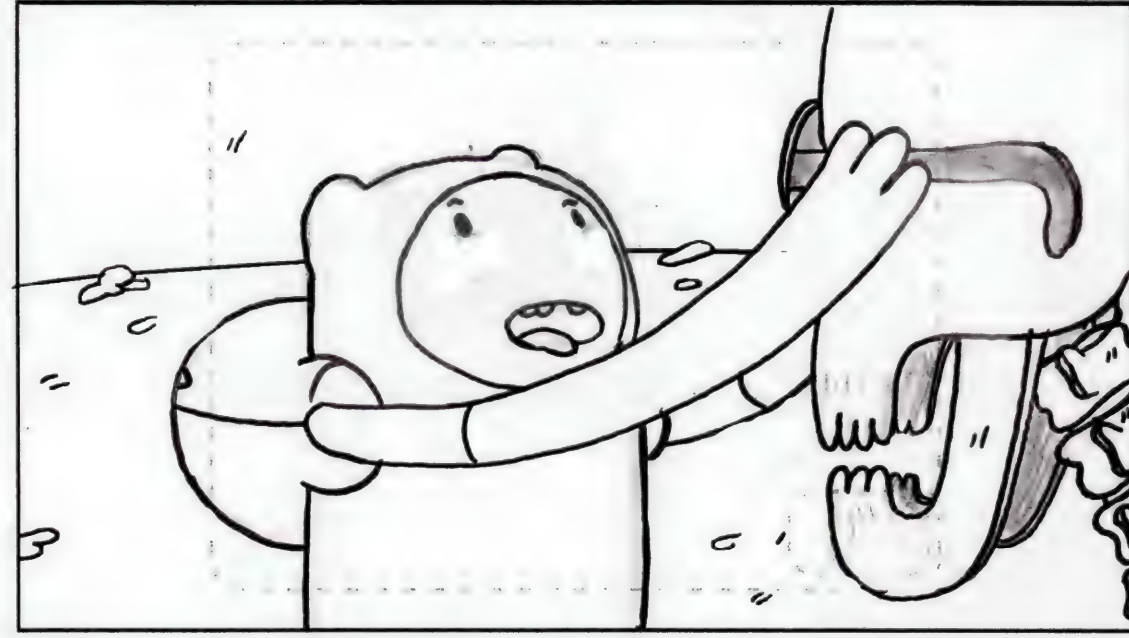
Production :

ADVENTURE TIME

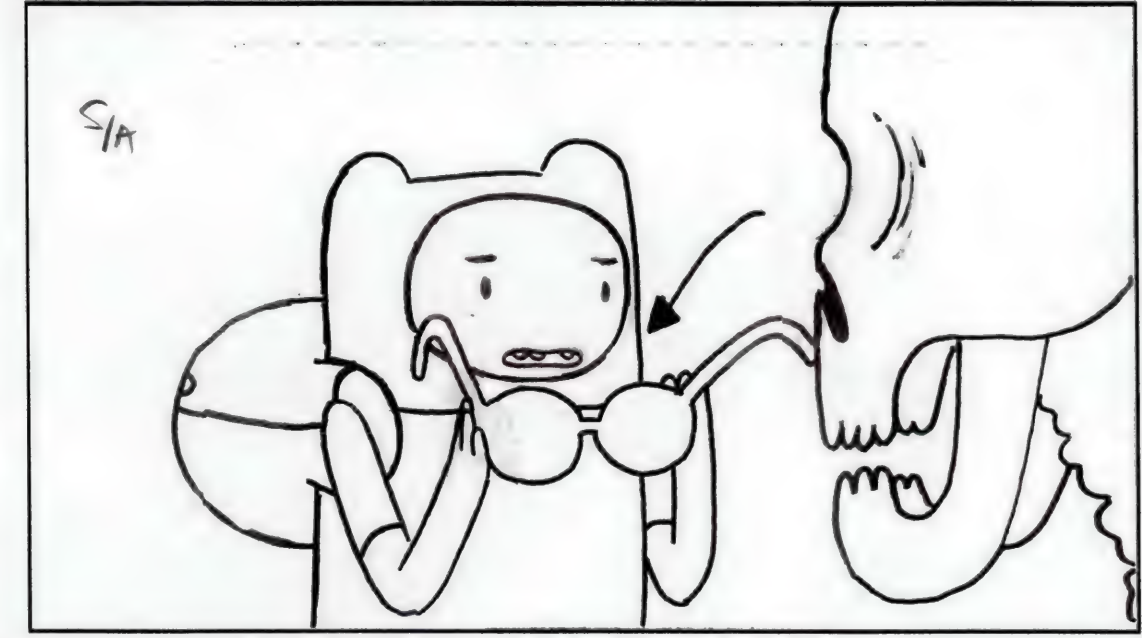


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Sc. 40 Pnl. A Bg. day night



Sc. 40 Pnl. B Bg. day night



Dialog:	F: Lemme check out these shades...	
Action:		- F. TAKES SHADES OFF SKELETON.
Timing:		

AUG 14 2015

10341230

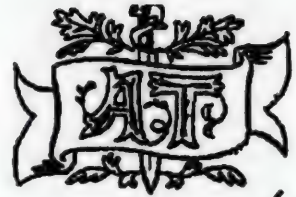
EPISODE # 1034-230

Production :

1034/230

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ADVENTURE TIME

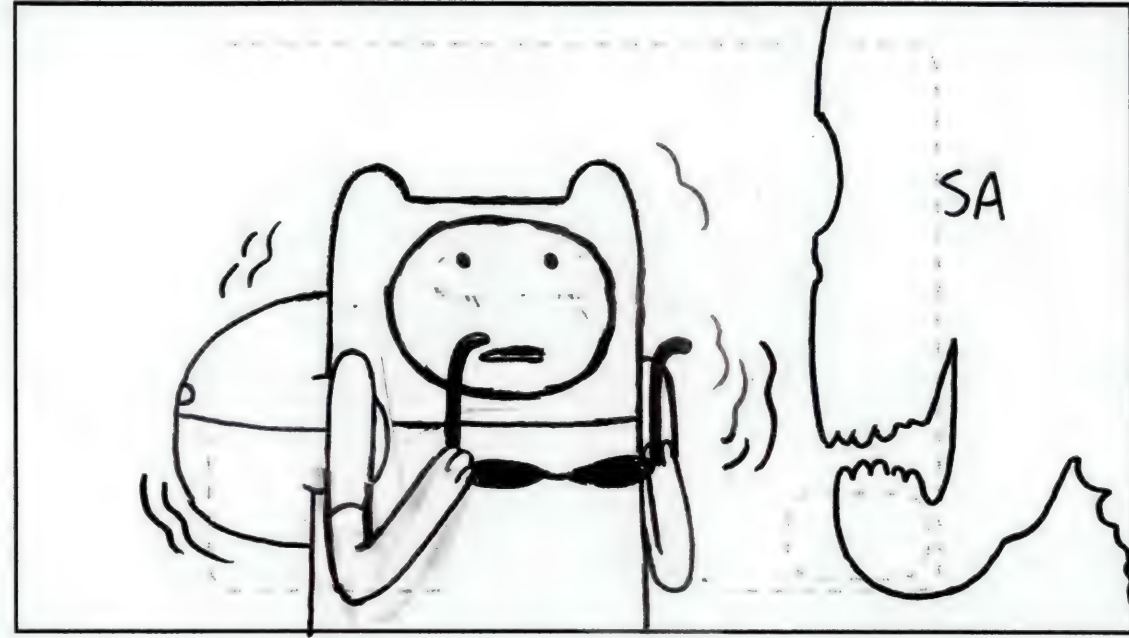


Sc. 40

Pnl. C

Bg.

day night

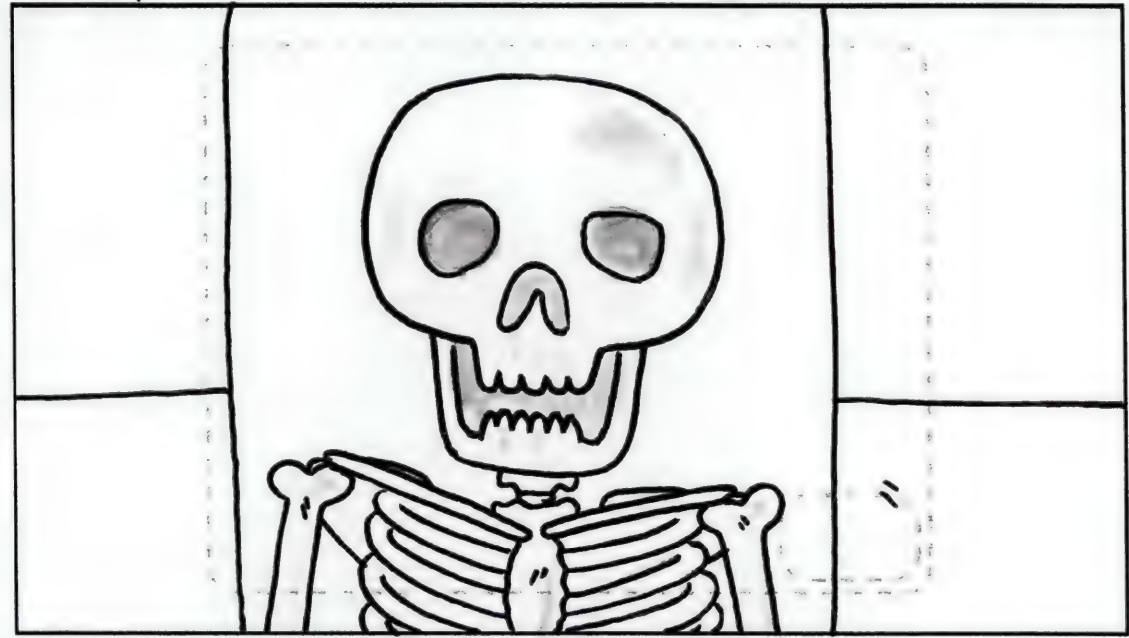


Sc. 41

Pnl. A

Bg.

day night



Dialog: (C)  SFX: * RRR-RRR-RR *

Action: - finn shudders a little.

Timing: AUG 14 2015

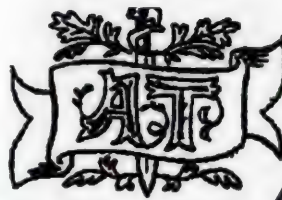
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Production :

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ADVENTURE TIME



Page 58

Sc. 41

Pnl. B

Bg.

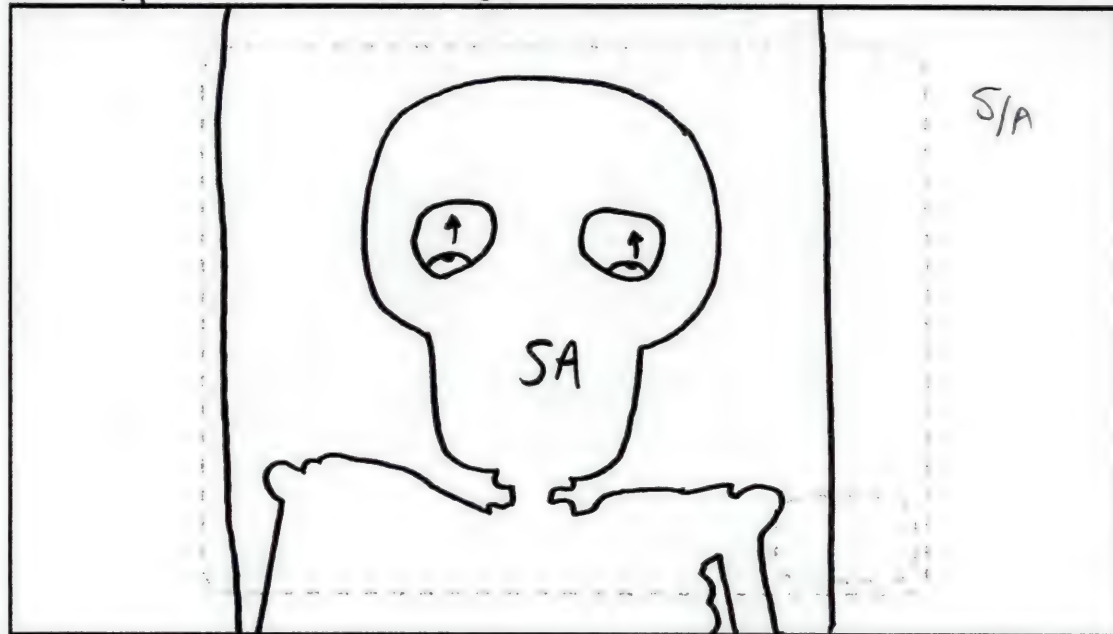
day night

Sc. 41

Pnl. C

Bg.

day night



Dialog:

Action:

- Two weird eyeballs roll forward from back in the skull.

Timing:

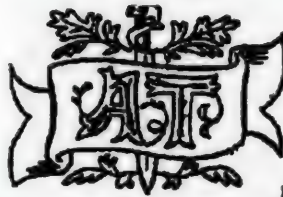
AUG 14 2015

EPISODE # 1034-230

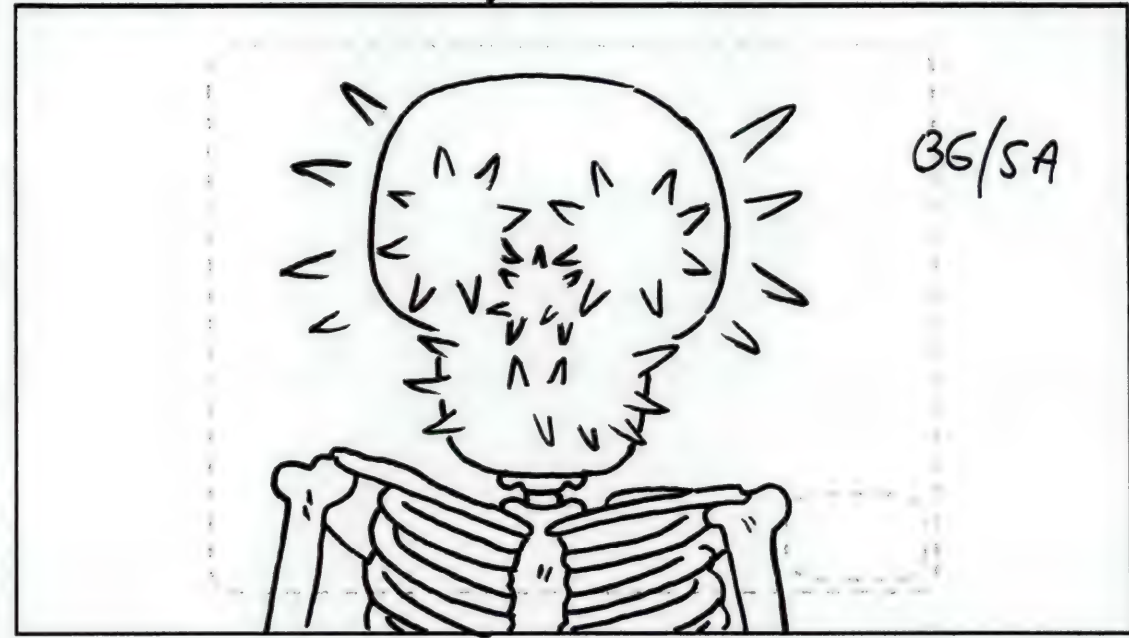
Production :

1034/230

ADVENTURE TIME



Sc. 41 Pnl. D Bg. day night



Sc. 41 Pnl. E Bg. day night



Dialog:	SFX: * SHYOWW! *	FADE UP to White Fr.
Action:	A Flash.	
Timing:		

AUG 14 2015

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EPISODE # 1034-230

Production :

1034/230

ADVENTURE TIME



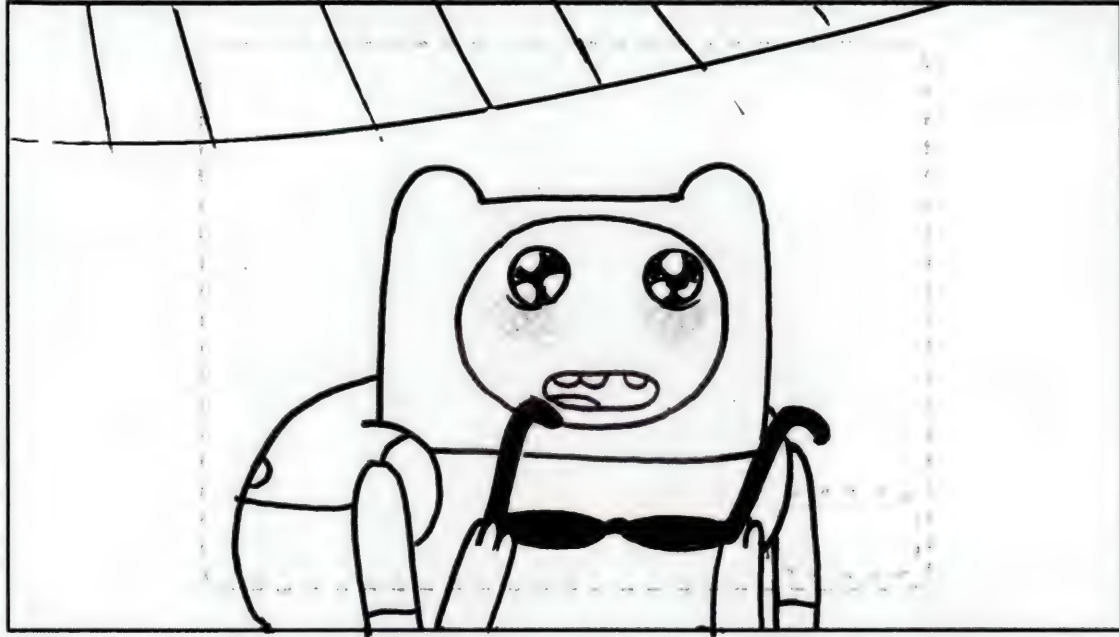
Page 60

Sc. 42

Pnl. A

Bg.

day night

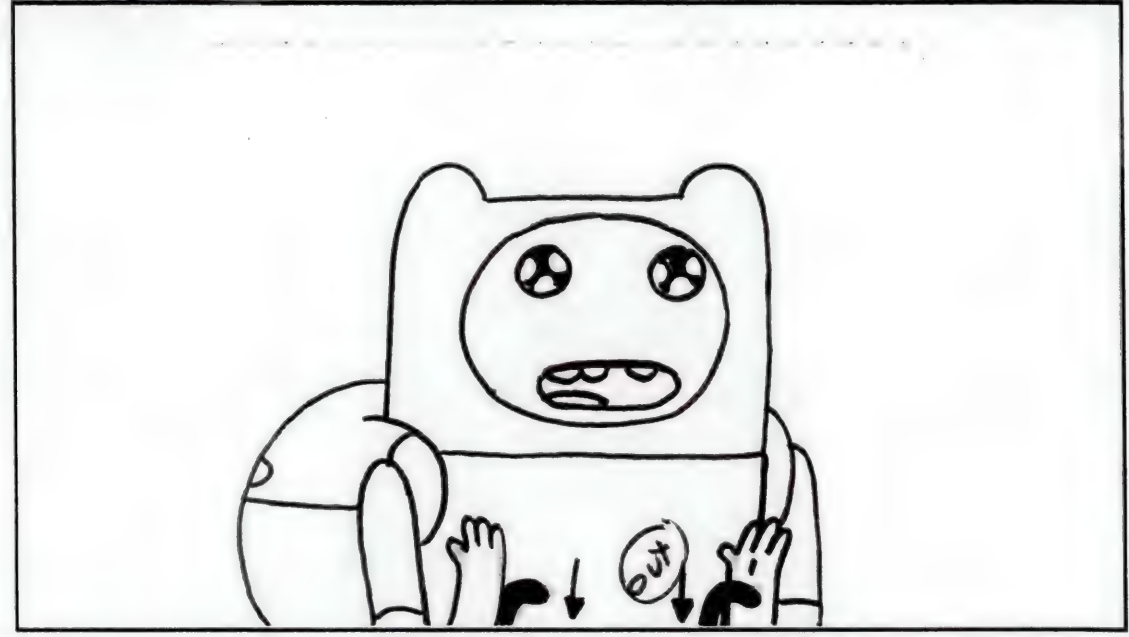


Sc. 42

Pnl. B

Bg.

day night



Dialog:	F: AHH--
Action:	-F. DRAPS SHADES.
Timing:	AUG 14 2015

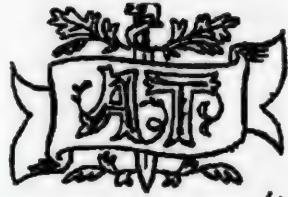
1034/230

EPISODE # 1034-230

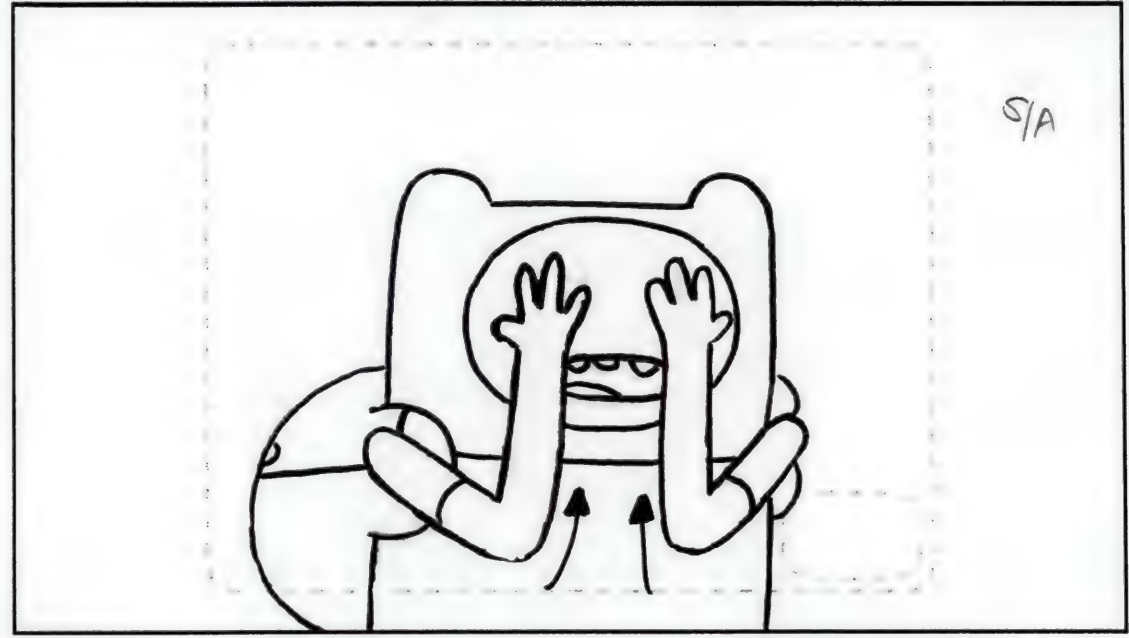
Production :

1034/230

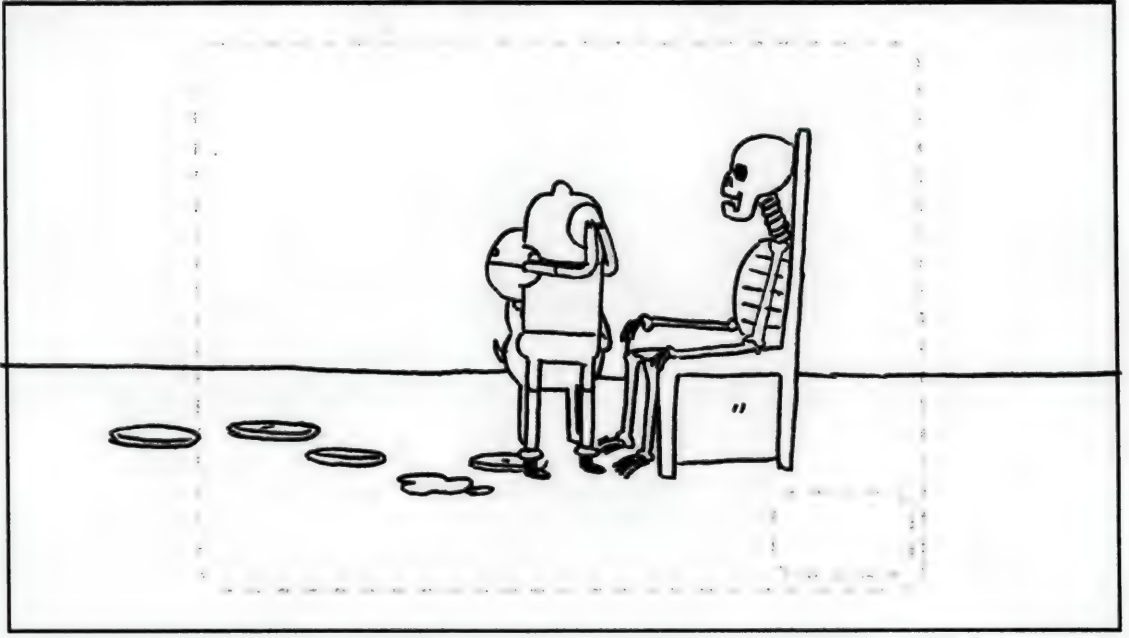
ADVENTURE TIME



Sc. 42 Pnl. C Bg. day night



Sc. 43 Pnl. A Bg. day night



Dialog:
Action: - Finn grabs his face.
Timing:

AUG 14 2015

1034/230

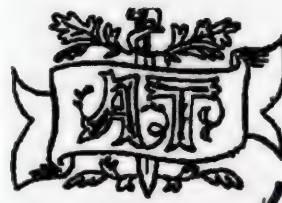
EPISODE # 1034-230

Production :

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ADVENTURE TIME



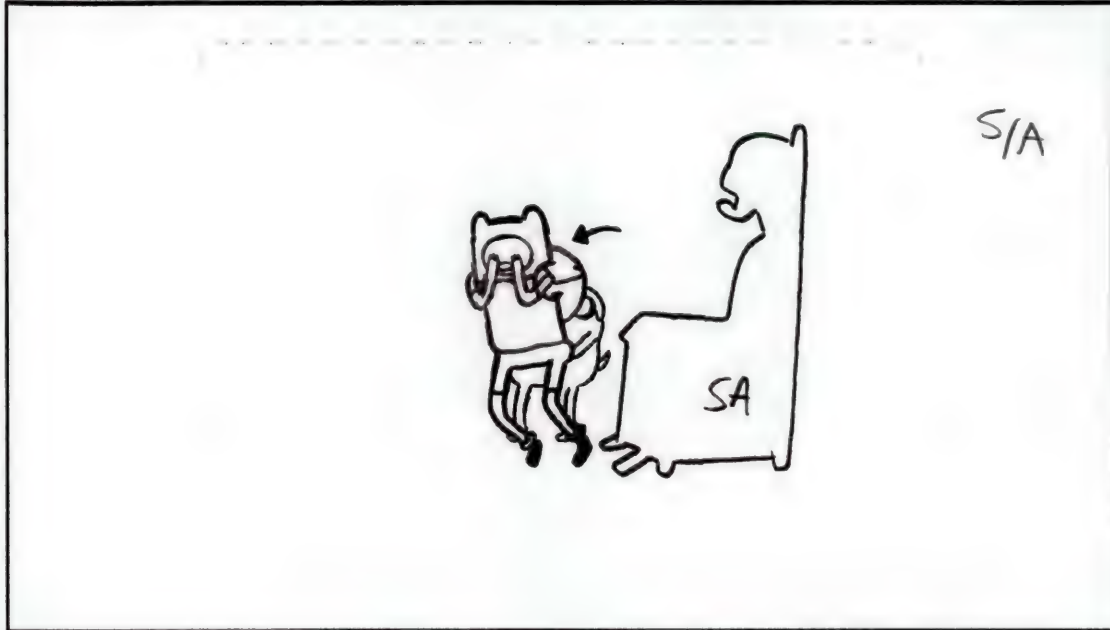
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Sc. 43

Pnl. B

Bg.

day night



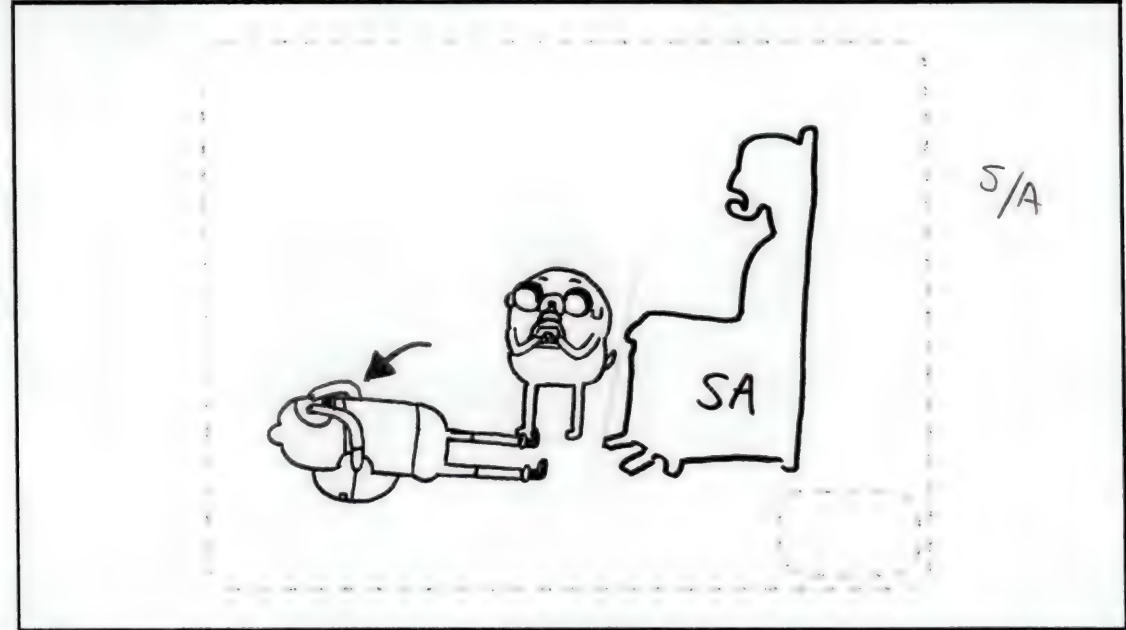
S/A

Sc. 43

Pnl. C

Bg.

day night



S/A

Dialog:

(F) UGHHH ...

SFX: * THMP *

Action:

finn swoons to the ground.

Timing:

AUG 14 2015

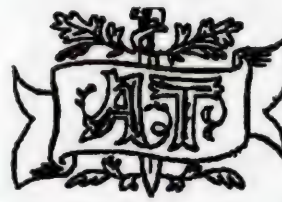
EPISODE # 1034-230

Production :

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ADVENTURE TIME



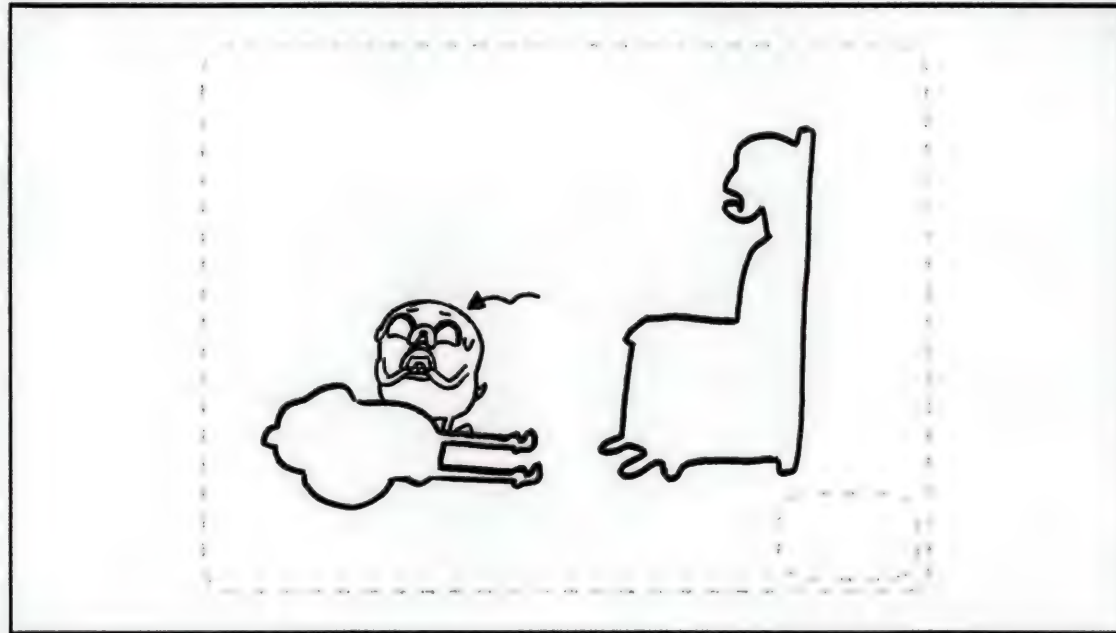
Page 63

Sc. 43

Pnl. D

Bg.

day night



Sc. 44

Pnl. A

Bg.

day night



Dialog:

Action:

Timing:

-J, RUNS FORWARD.



J: [GASP]



AUG 14 2015

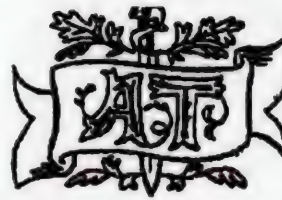
EPISODE # 1034-230

Production :

1034/230

1034/230

ADVENTURE TIME



Sc. 44

Pnl. B

Bg.

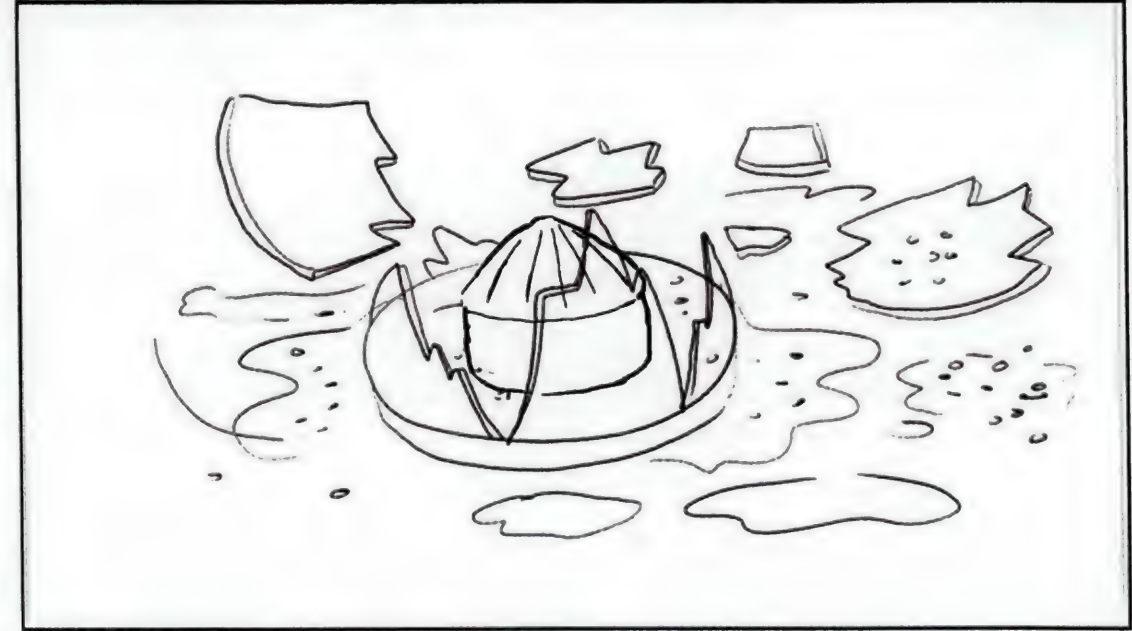
day night

Sc. 44A

Pnl. A

Bg.

Page 64
64A NEXT
day night



Dialog:	① <u>FINN!</u>
Action:	
Timing:	

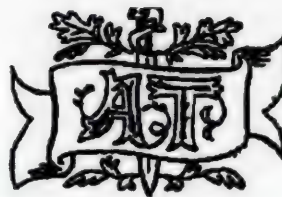
AUG 14 2015

EPISODE# 1034-230

Production :

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ADVENTURE TIME

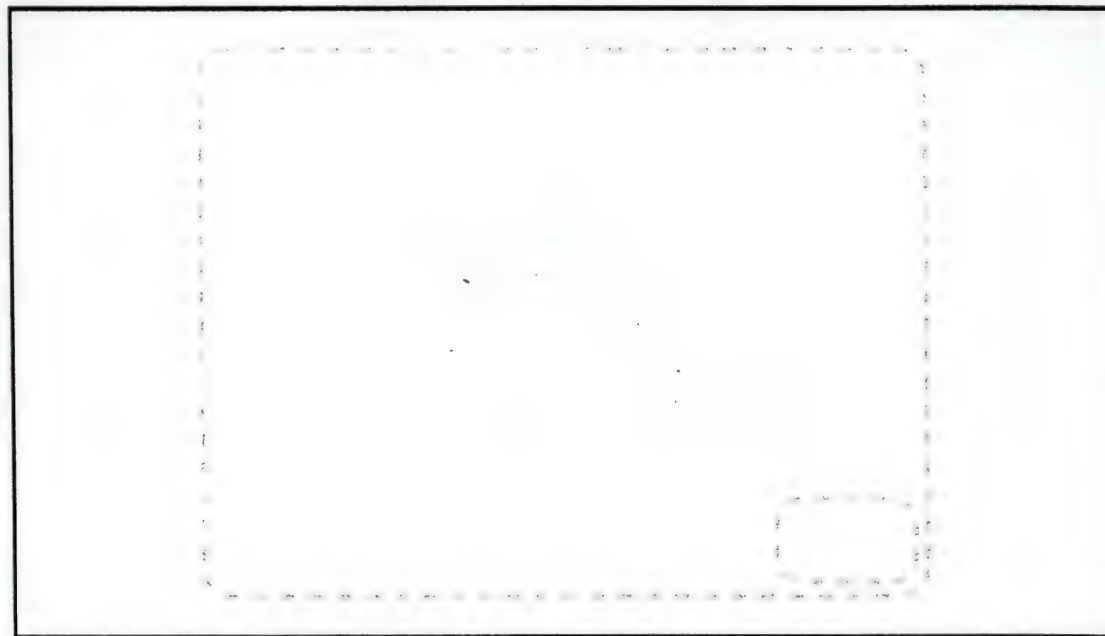


Page **64A**
65 NEXT
day night

Sc. **44A** Pnl. **B** Bg. day night



Sc. Pnl. Bg. day night



Dialog:	<p>FADE TO BLACK FS.</p>
Action:	
Timing:	

AUG 14 2015

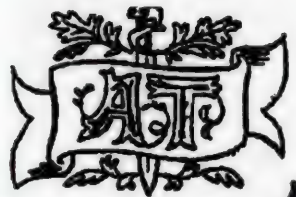
EPISODE # 1034-230

Production :

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1034/230

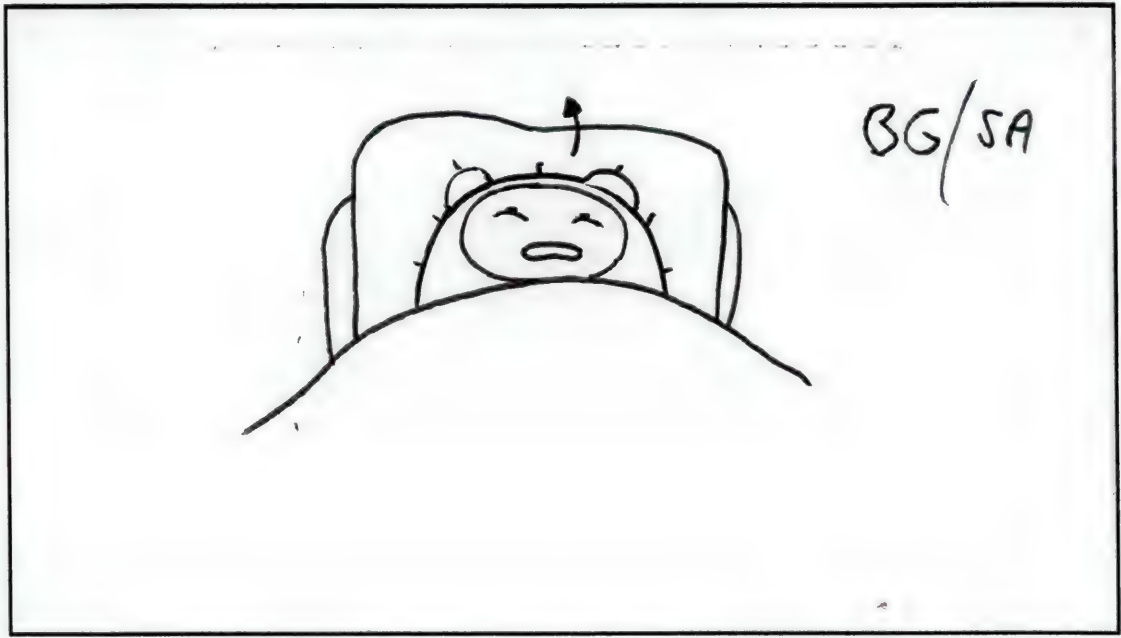
ADVENTURE TIME



Sc. 45 Pnl. A Bg. day night



Sc. 45 Pnl. B Bg. day night



Dialog:

F: (WAKING NOISE)

Action:

-FINN IN BED, BACK AT THE TREE HOUSE,

Timing:

AUG 14 2015

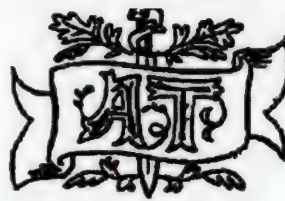
1034/230

EPISODE # 1034-230

Production :

1034/230

ADVENTURE TIME



Page 66
day night

Sc. 45

Pnl. C

Bg.

day night

Sc. D

Pnl.

Bg.

day night



Dialog:

F: (sickly) Jake...

Action:

-PAN RIGHT TO JAKE,

Timing:

AUG 14 2015

EPISODE # 1034-230

Production :

1034/230

ADVENTURE TIME



Page 67

Sc. 45

Pnl. E

Bg.

day night



Sc. 45

Pnl. F

Bg.

day night



Dialog:

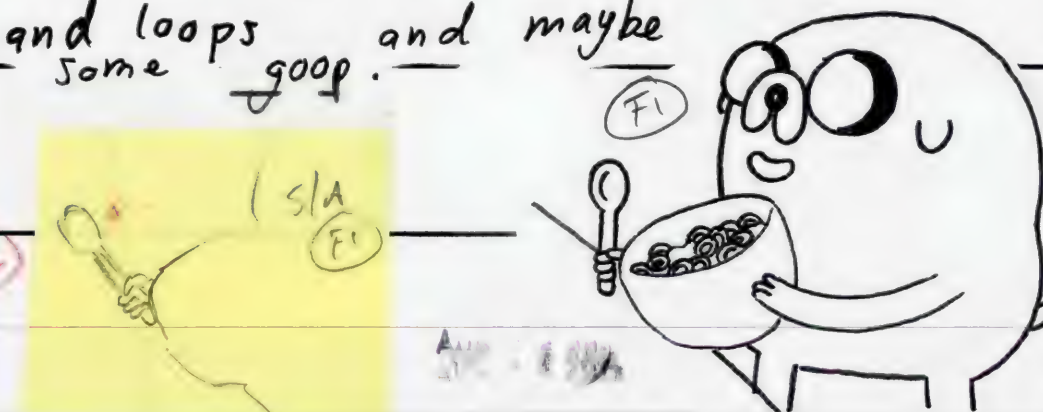
J: You're awake!

Action:

- J. HOPS TO HIS FEET.

Timing:

J: I was so worried. I've been waiting with a bowl of soup, it has hoops and loops and maybe some goop.



EPISODE # 1034-230

Production :

1034/230

1034/230

ADVENTURE TIME



Page 68

Sc. 46

Pnl. A

Bg.

day night

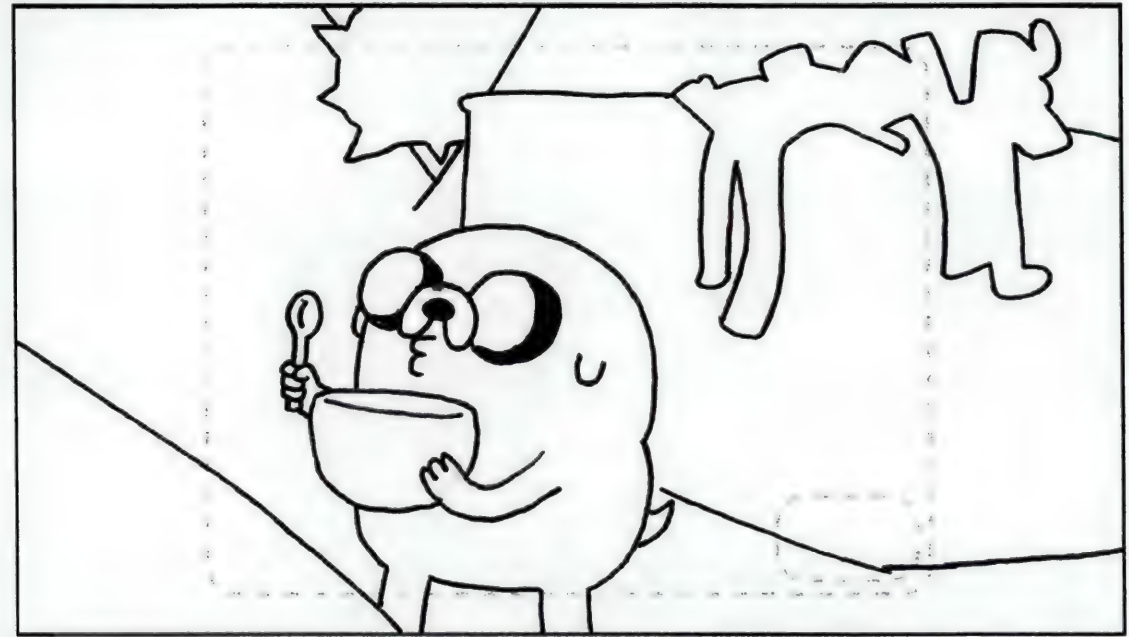


Sc. 47

Pnl. A

Bg.

day night



Dialog:

F: What happened? I don't remember getting into bed.

J: Don't worry

Action:

Timing:



AUG 14 2013

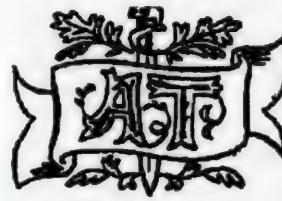
EPISODE # 1034-230

Production :

1034/230

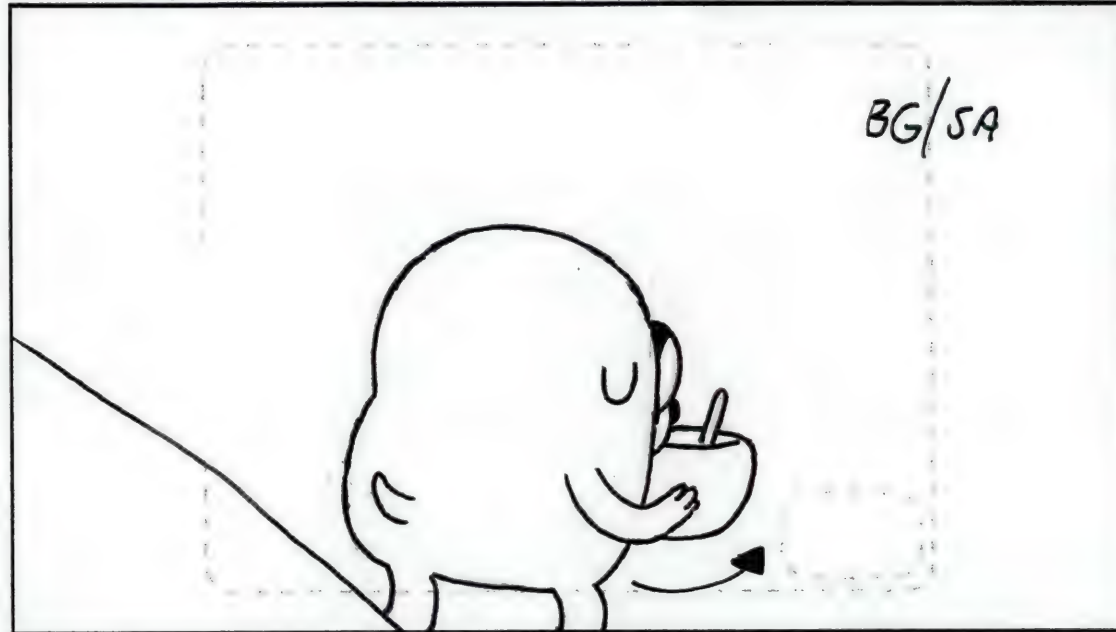
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ADVENTURE TIME

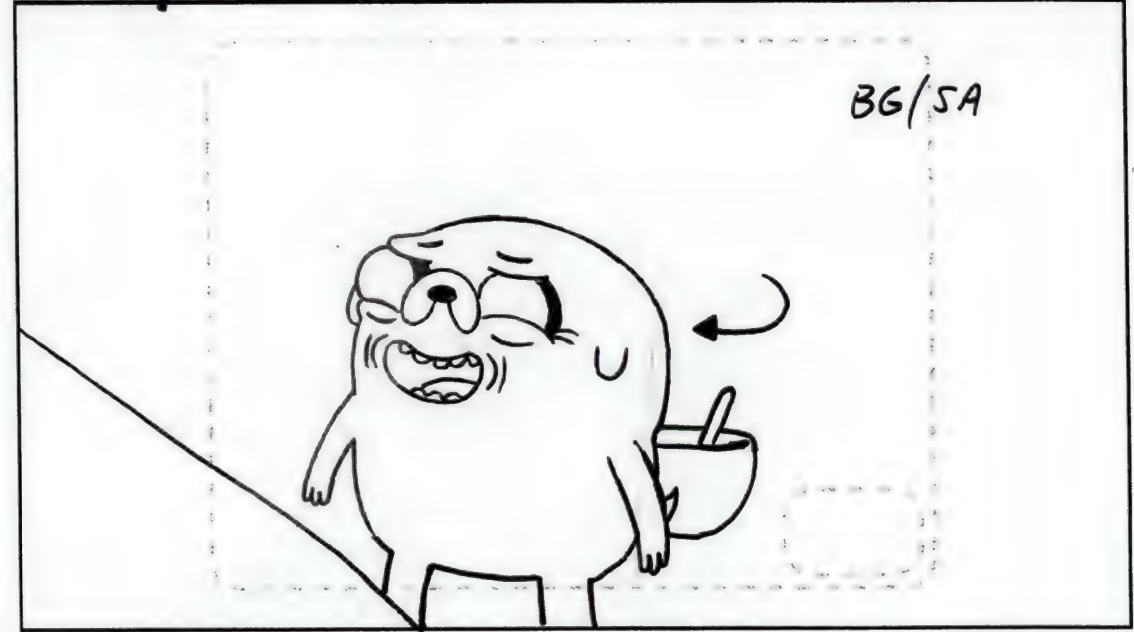


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Sc. 47 Pnl. B Bg. day night



Sc. 47 Pnl. C Bg. day night



Dialog:	<u>J</u> : You're gonna be fine.	<u>J</u> : IN NO TIME.
Action:	-J. SETS DOWN BOWL. (B1)	
Timing:	(B2)	



AUG 14 2015

EPISODE # 1034-230

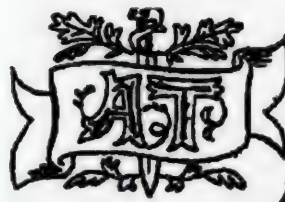
Production :

1034/230

1034/230

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ADVENTURE TIME



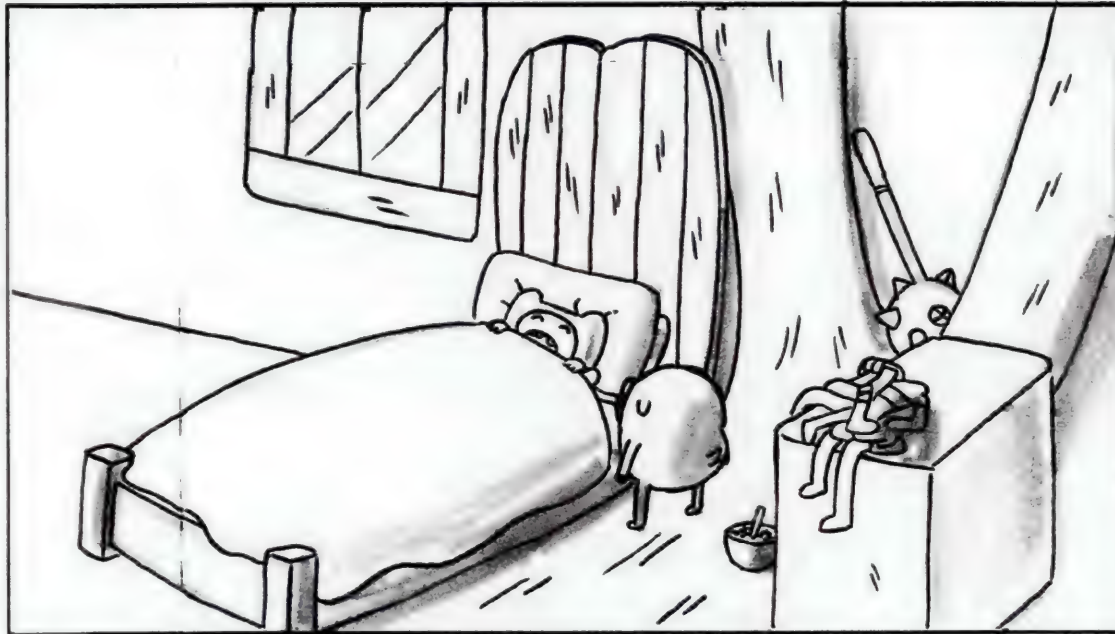
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Sc. 48

Pnl. A

Bg.

day night

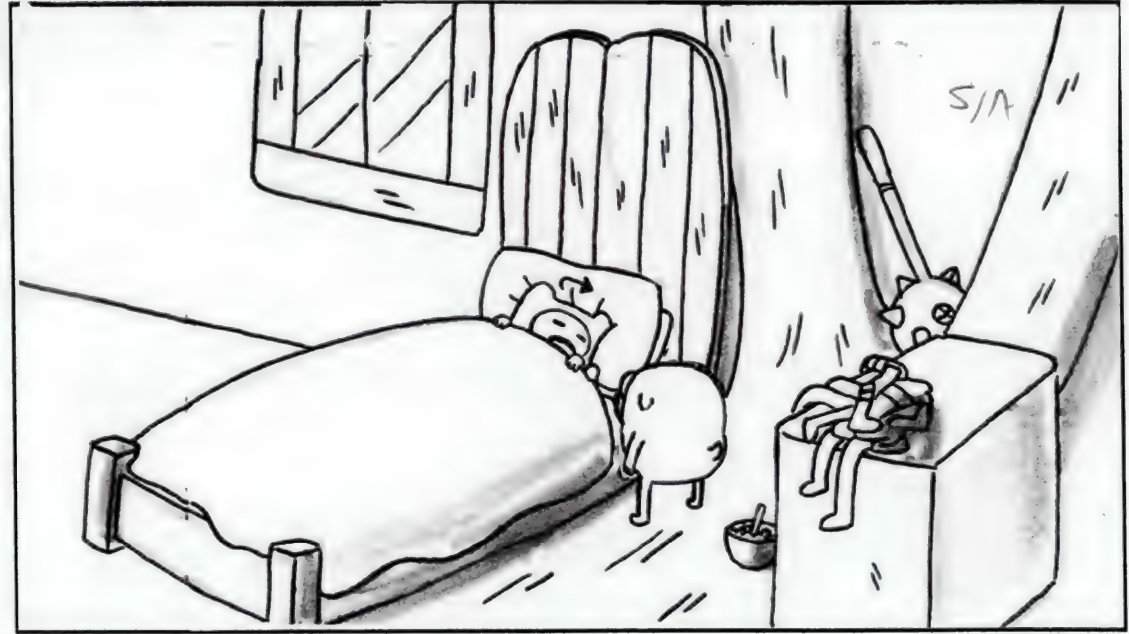


Sc. 48

Pnl. B

Bg.

day night



Dialog: F: [MOAN] ohhh—

Action: - F. LOOKS AT JAKE.

Timing:

AUG 14 2015

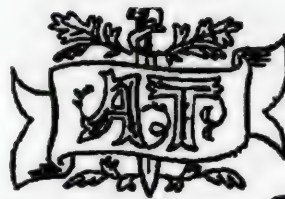
EPISODE # 1034-230

Production :

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ADVENTURE TIME



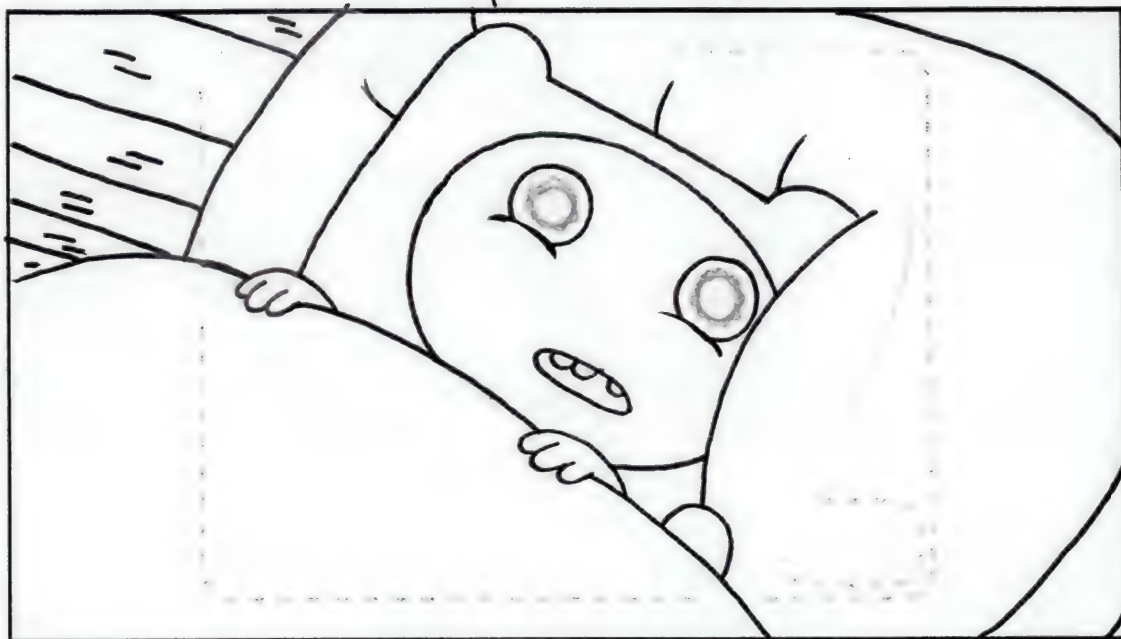
Page 71

Sc. 49

Pnl. A

Bg.

day night

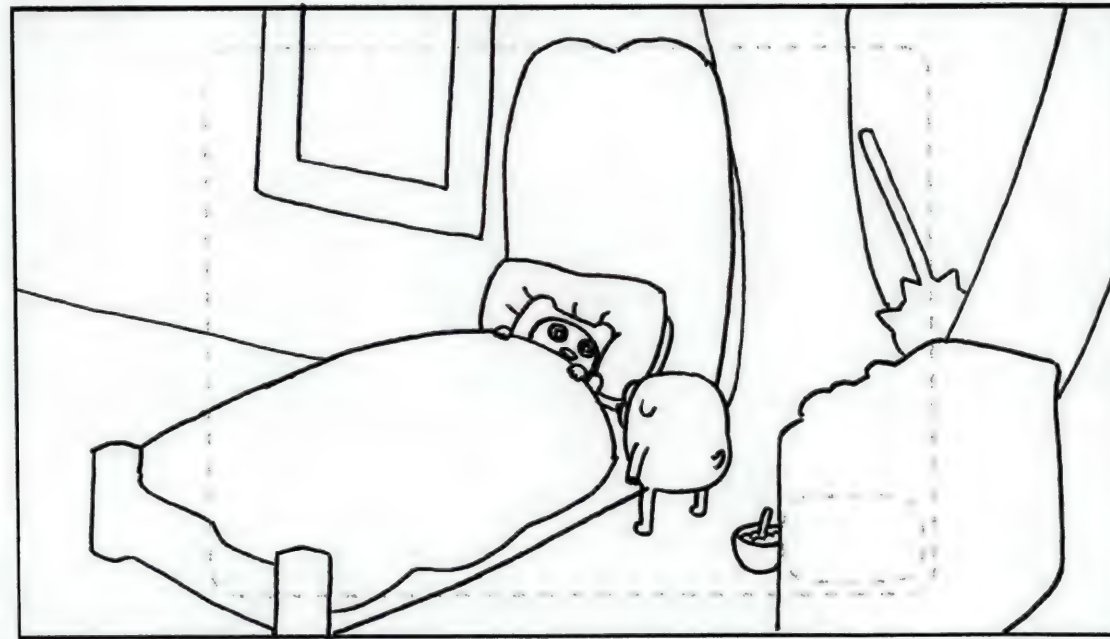


Sc. 50

Pnl. A

Bg.

day night



Dialog:

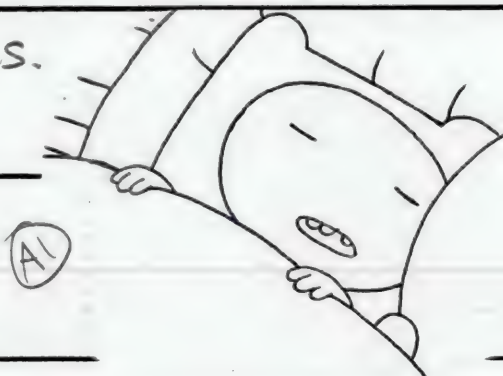
F: Thanks for taking care
of me.

F: You're the greatest big
brother ever.

Action:

- F. HAS STRANGE EYEBALLS.

Timing:



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Production :

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ADVENTURE TIME



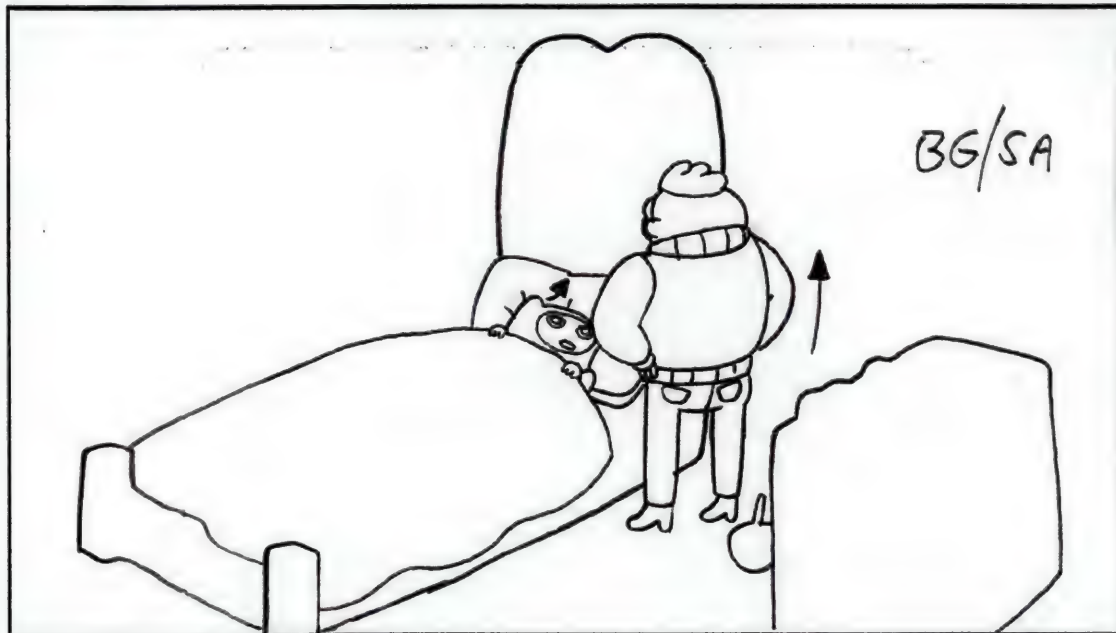
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Sc. 50

Pnl. B

Bg.

day night

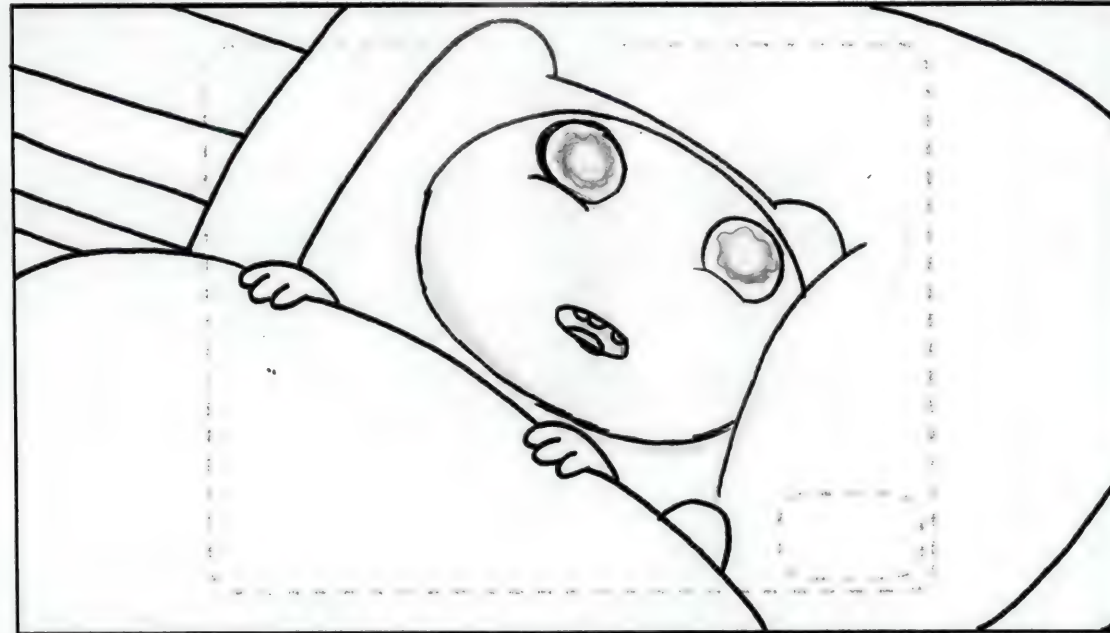


Sc. 51

Pnl. A

Bg.

day night



Dialog:

SFX: *SHYUU*

F: Why are you doing that?

Action:

- Jake turns into jacket-muscle guy.

Timing:

AUG 14 2015

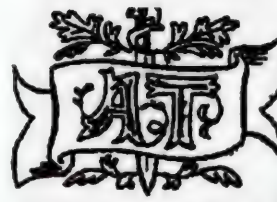
EPISODE # 1034-230

Production :

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ADVENTURE TIME



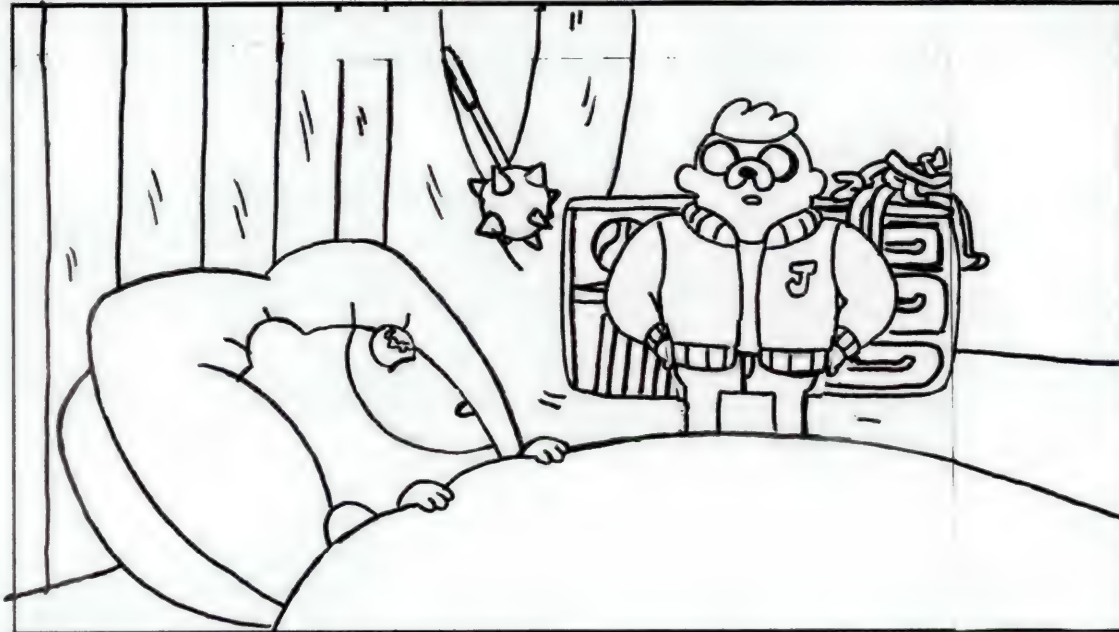
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Sc. 52

Pnl. A

Bg.

day night

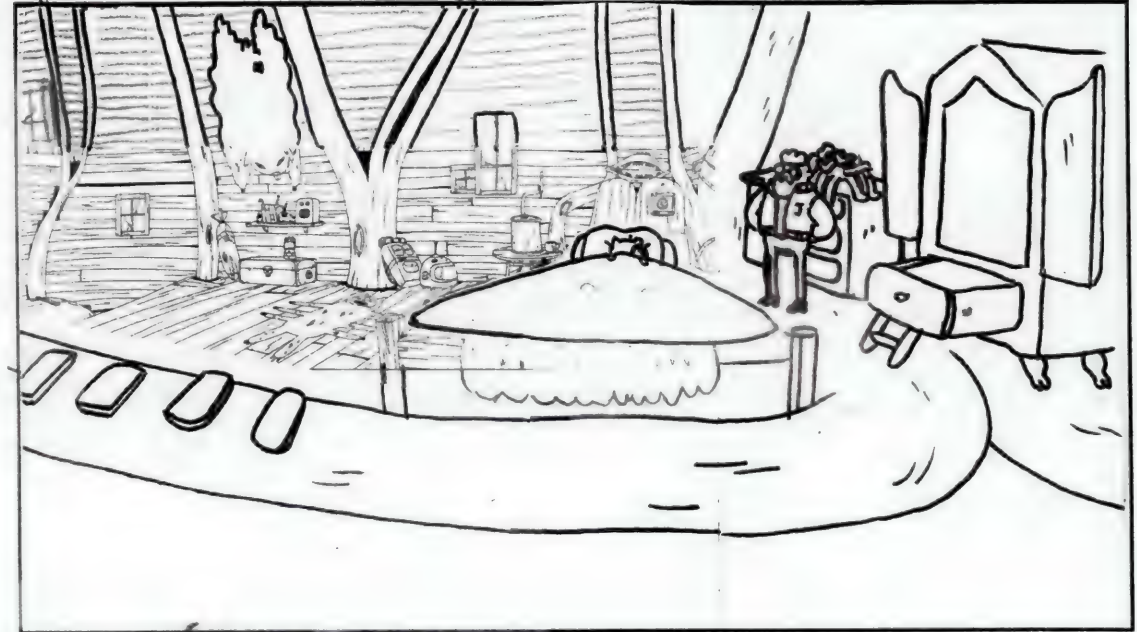


Sc. 53

Pnl. A

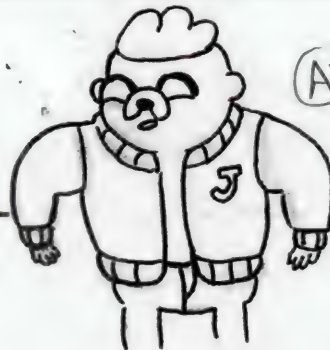
Bg.

day night



Dialog:

J: I'm not!



(A)

Action:

-J. LOOKS AT HIMSELF.

Timing:

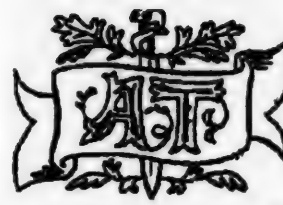
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Production :

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ADVENTURE TIME



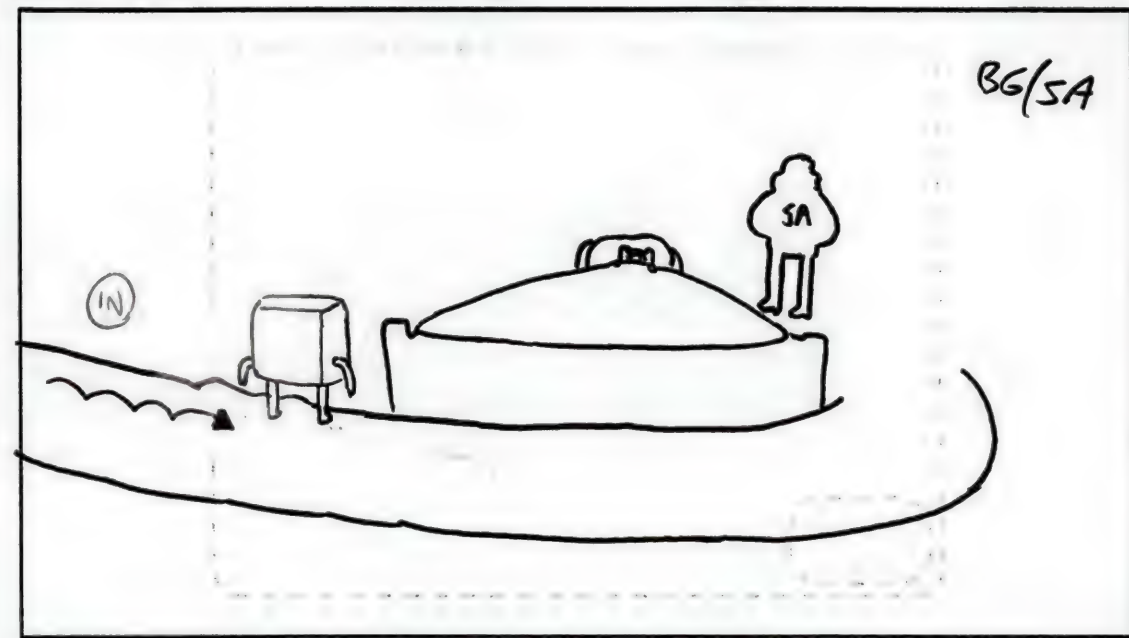
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Sc. 53

Pnl. B

Bg.

day night

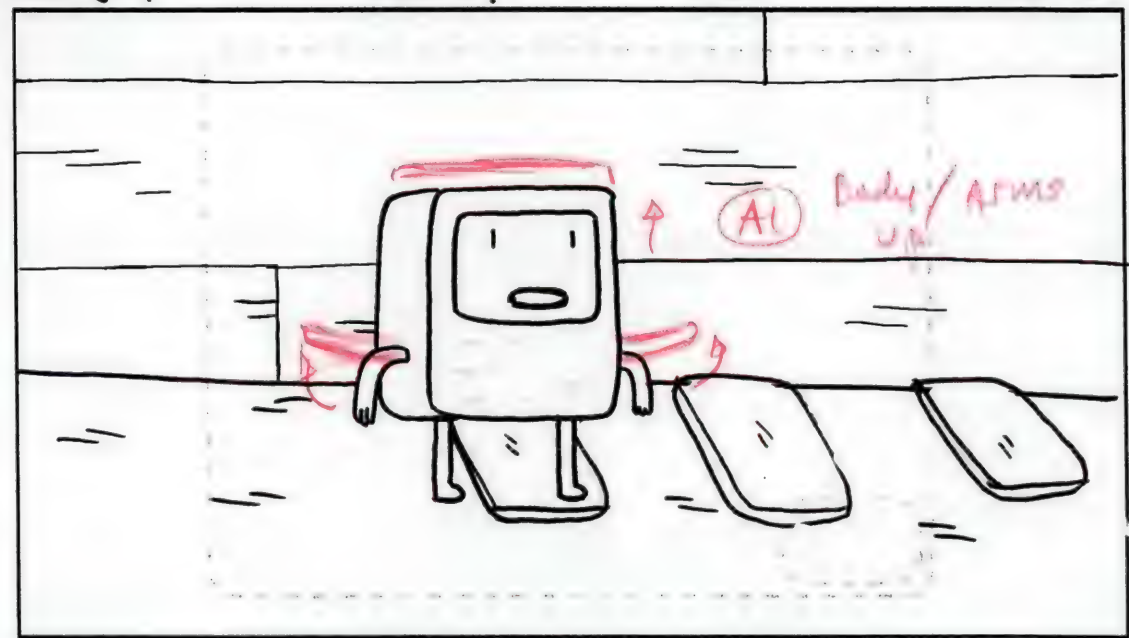


Sc. 54

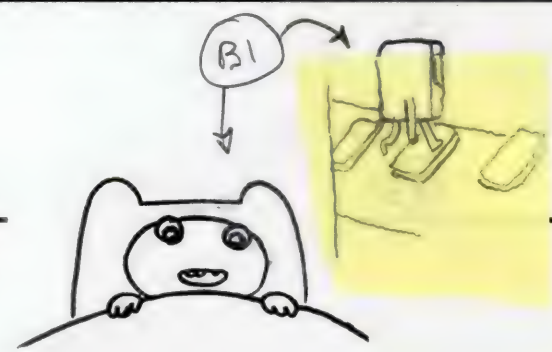
Pnl. A

Bg.

day night



<p>Dialog:</p> <p><u>BMO:</u> (No) Finn!</p>	<p>Action:</p> <p>-BMO RUNS AWK</p>	<p>Timing:</p>	<p>Dialog:</p> <p><u>BMO:</u> You're awake! You want some tea? OR saltine CRACKERS.</p>
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AUG 14 2015

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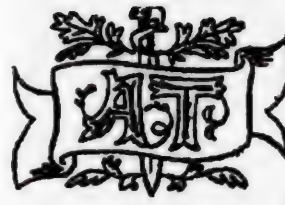
EPISODE # 1034-230

Production :

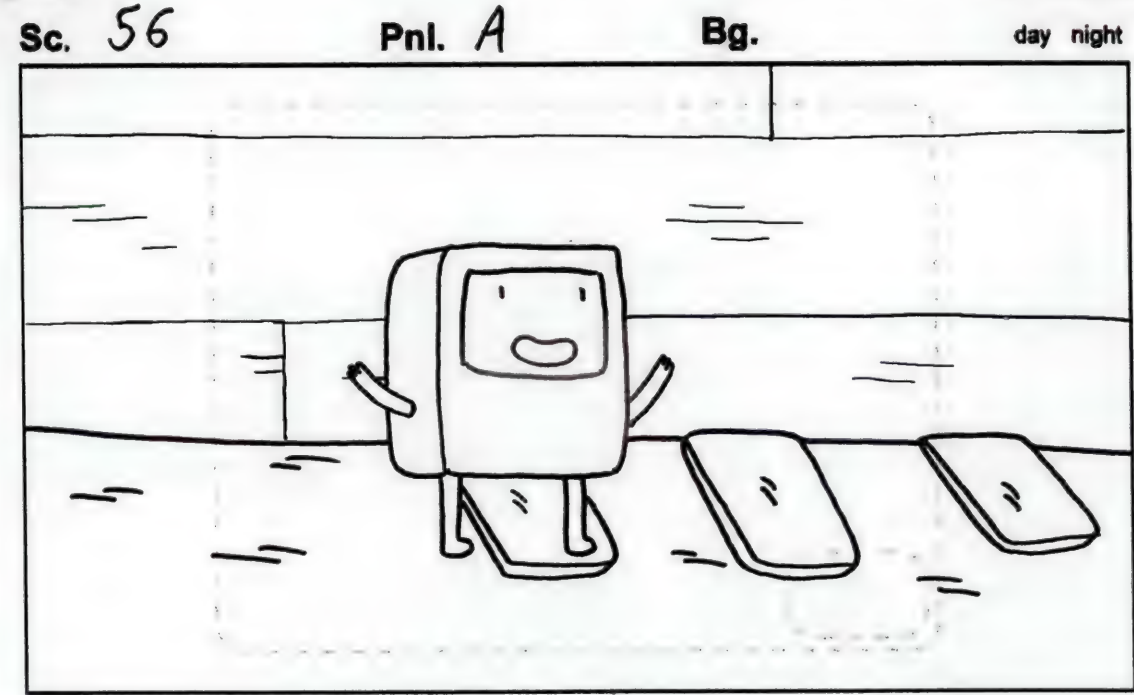
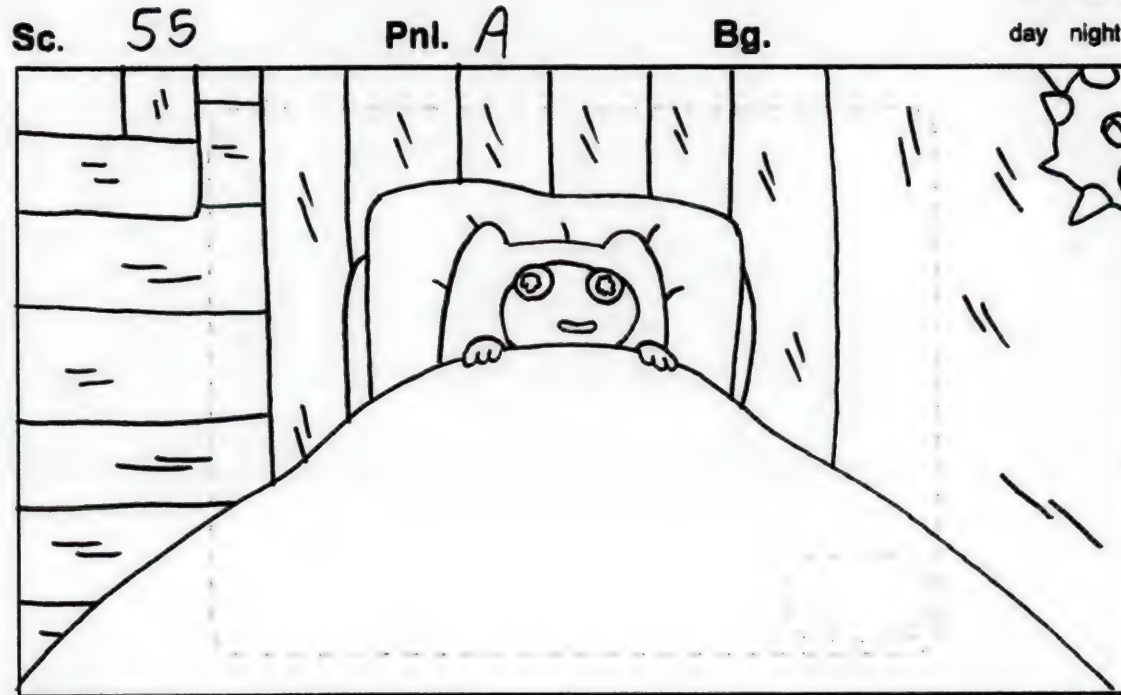
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ADVENTURE TIME



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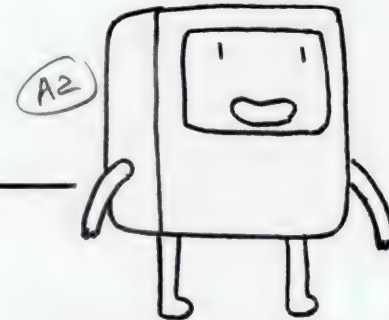
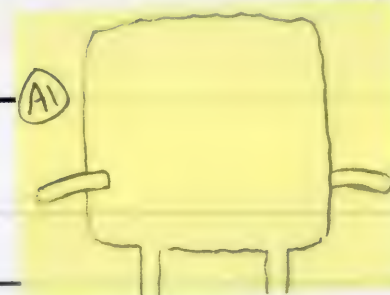
Dialog: F: Bmo, you're my little angel.

B: Yay! Bmo!
SFX: * SHYUUU *

Action:

-BMO WAVING ARMS.

Timing:



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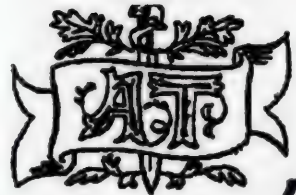
Production :

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ADVENTURE TIME

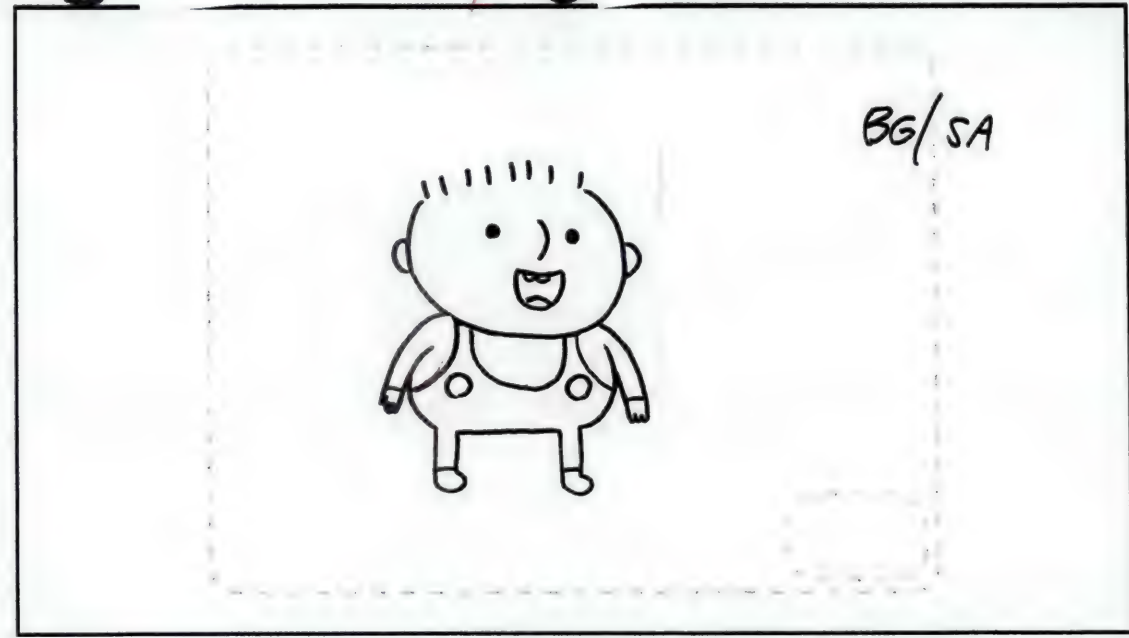


Sc. 56

Pnl. B

Bg.

day night

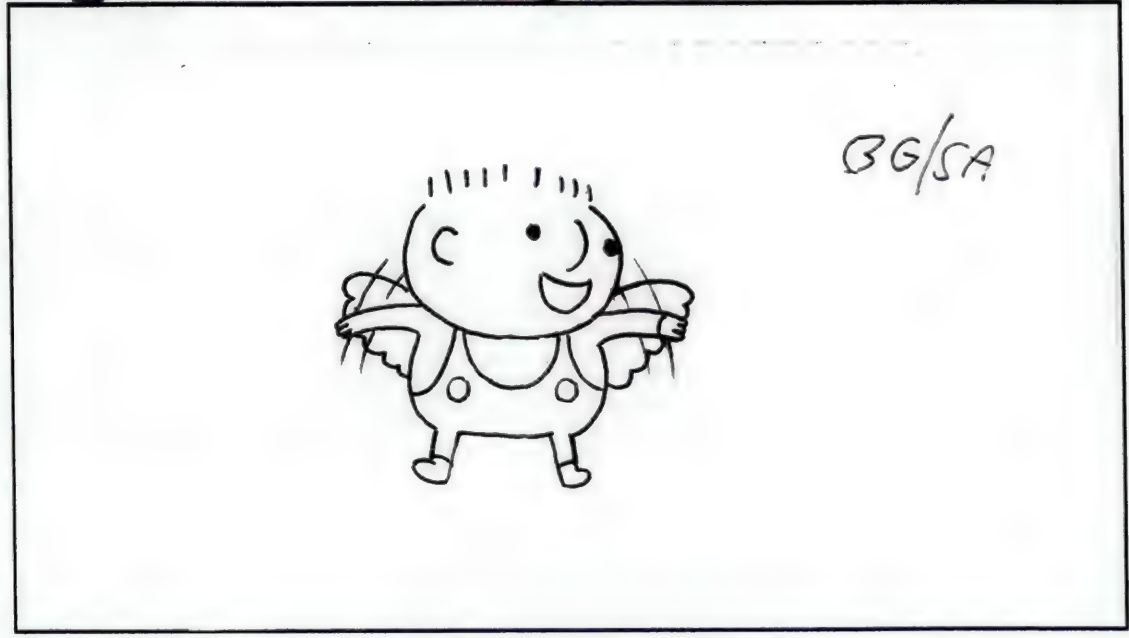


Sc. 56

Pnl. C

Bg.

day night



Dialog: SFX: * SHYUUU *
B: (GASP) I'm a real boy! B: With wings SFX: * FLUTTER *

Action: B1 MORPH BREAK DOWN B2 B3 B4 S/A B3 wings sprout out

Timing:

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Production :

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ADVENTURE TIME



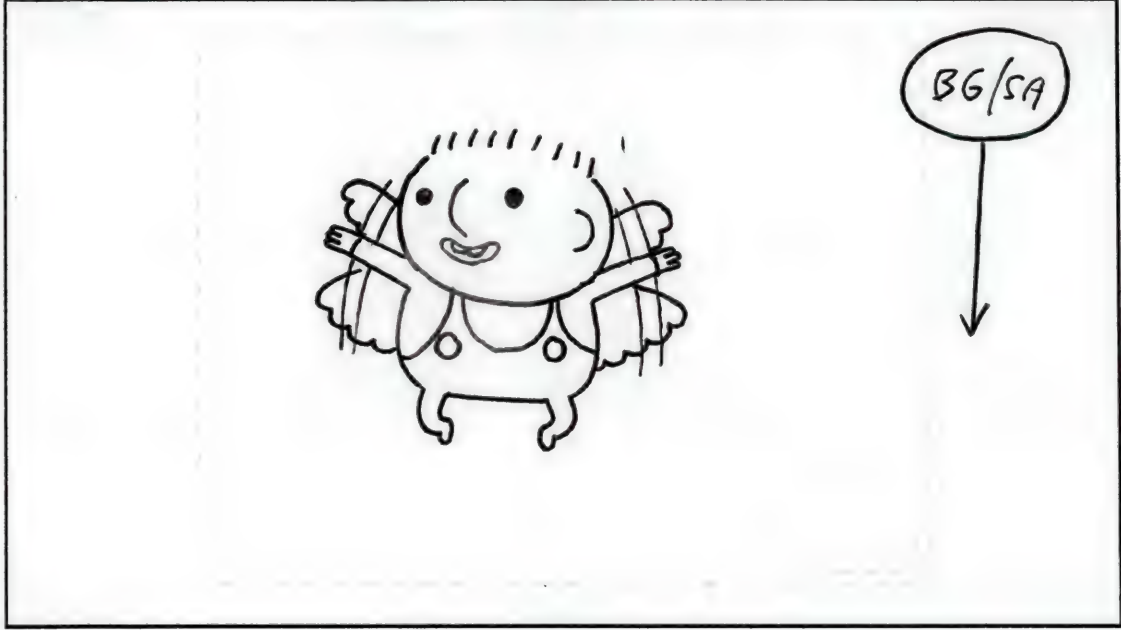
NO SC 57

Sc. 56

Pnl. D

Bg.

day night

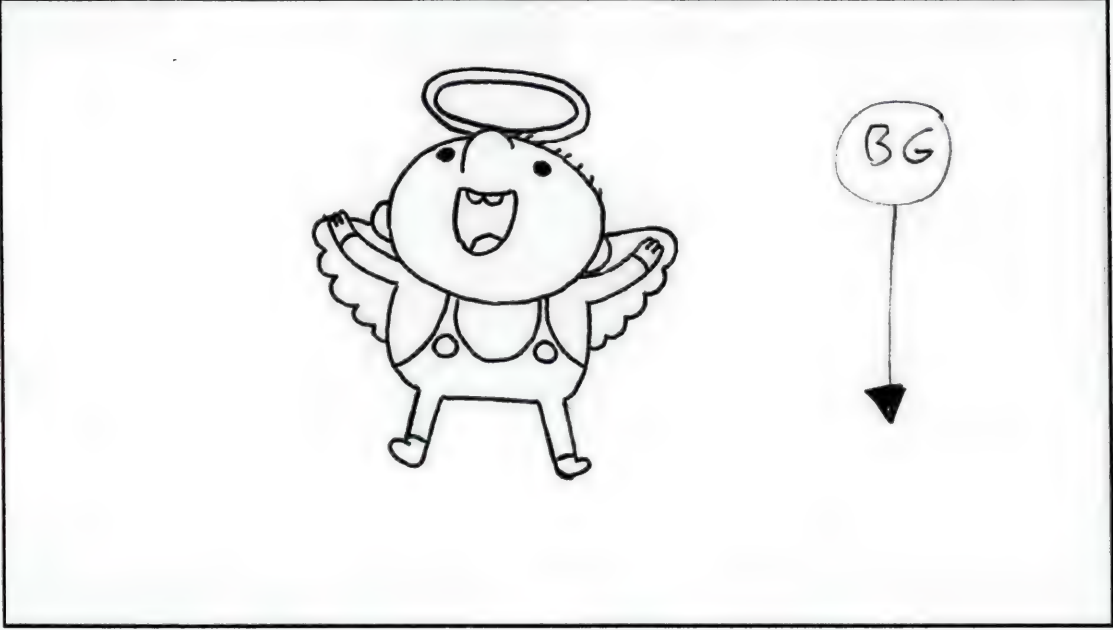


Sc. 56

Pnl. E

Bg.

day night



Dialog:	B: and a halo
Action:	- BMO STARTS FLYING.
Timing:	



AUG 14 2015

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EPISODE # 1034-230

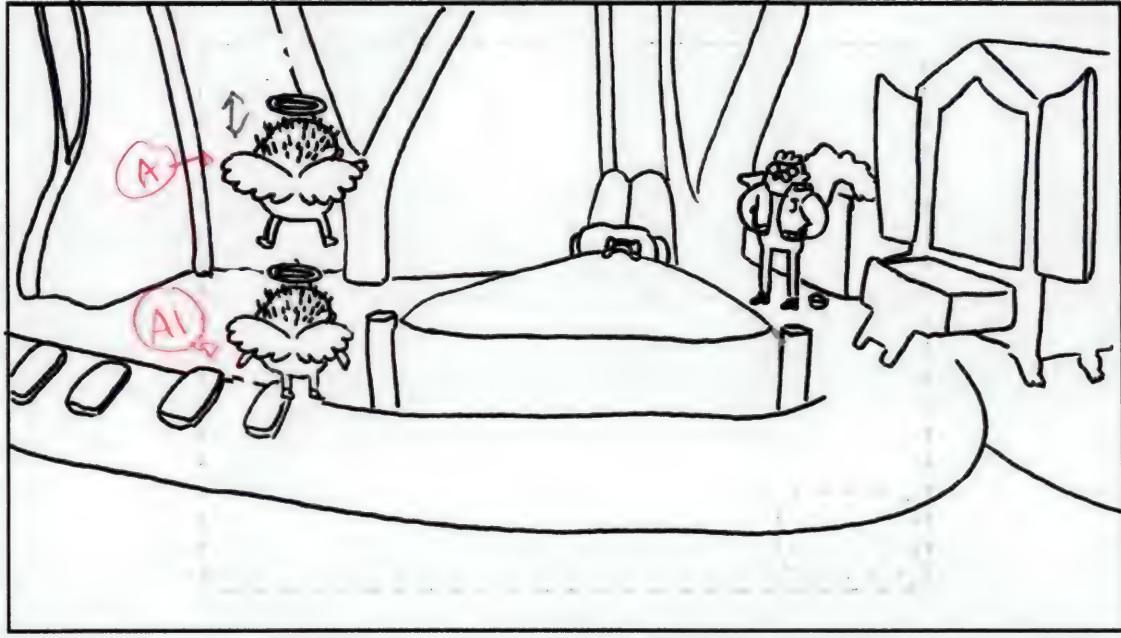
Production :

1034/230

ADVENTURE TIME



Sc. 58 Pnl. A Bg. day night



Sc. Pnl. Bg. day night



Dialog: BMO: (VO) HA- HA- HA-

Action: -BMO HOVERS, FLAPPING WINGS.

Timing:

DETAIL POS (A)

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Production :

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Sc. 58 CONT - 1.

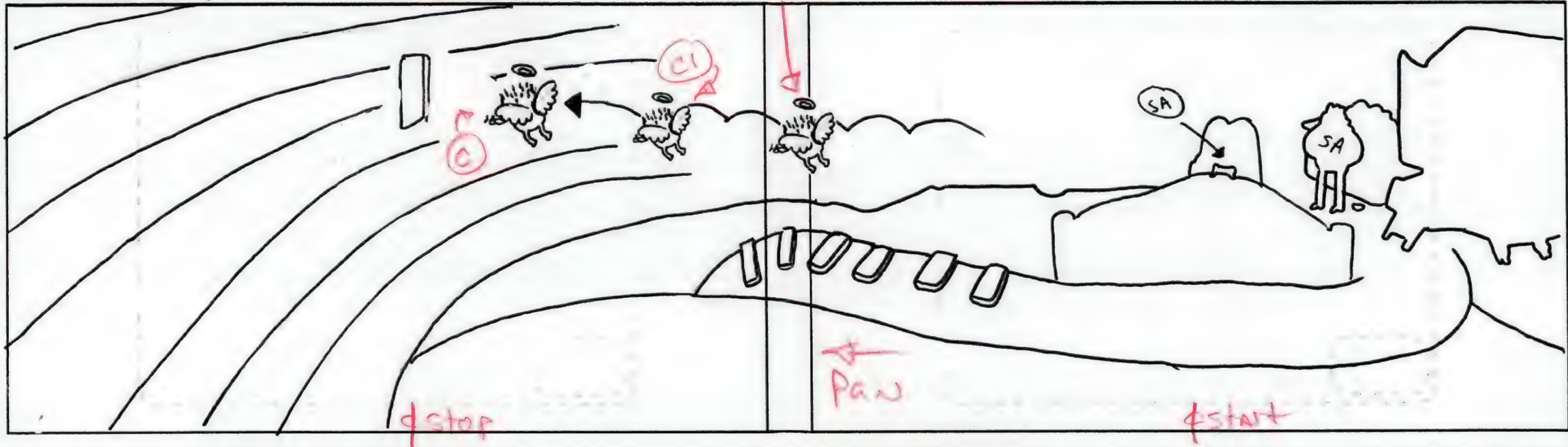

Bg.

Sc 58

Pnl.


Bg.

day night



Dialog:

BMO: (VO) HA HA HA

**Action:**

- Bmo flies out window.
- PAN w/ BMO.

Timing:

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Production :

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ADVENTURE TIME

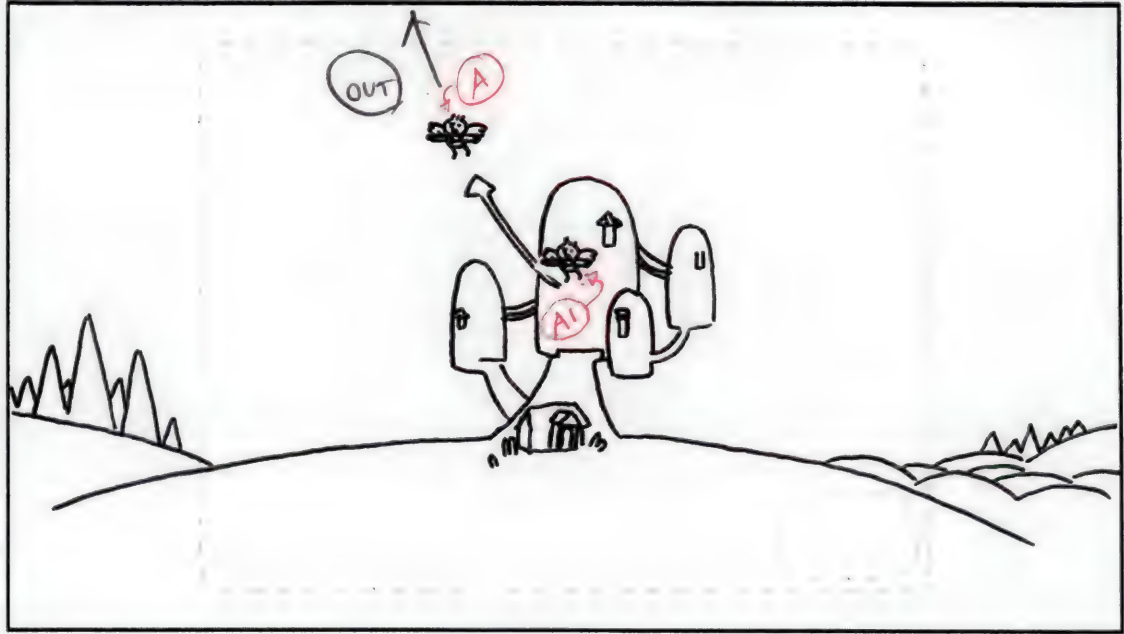


Sc. 60

Pnl. A

Bg.

day night



Sc. 61

Pnl. A

Bg.

day night



Dialog:

BMO: HA HA HA

F: What's happening?

Action:

-BMO FLIES OFF/S.

Timing:

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Production :

ADVENTURE TIME



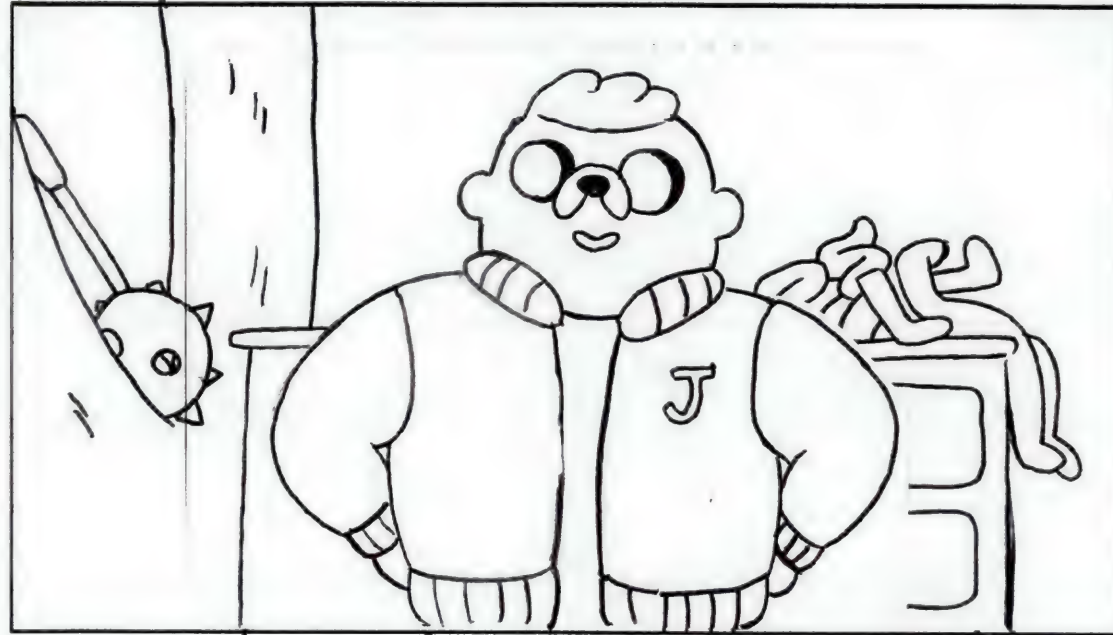
Page 81

Sc. 62

Pnl. A

Bg.

day night



Sc. 62

Pnl. B

Bg.

day night



Dialog: J: I don't know but it probably has something to do-- J: with your weirdo eyes.

Action:

Timing:



AUG 14 2015

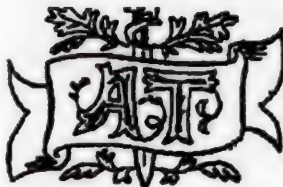
EPISODE # 1034-230

Production :

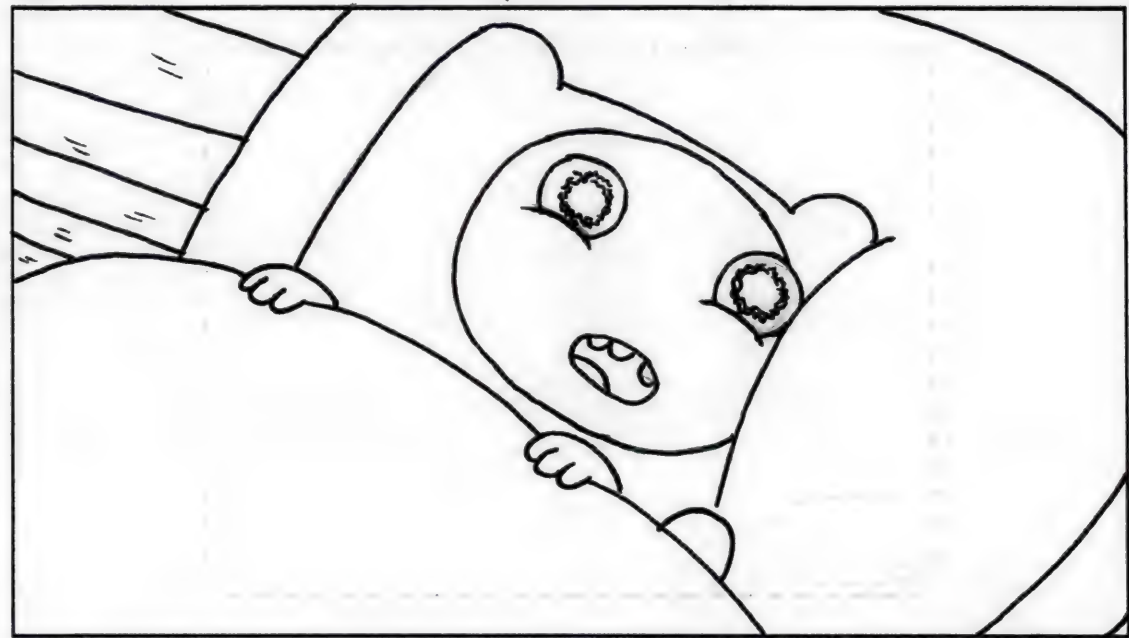
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1034/230

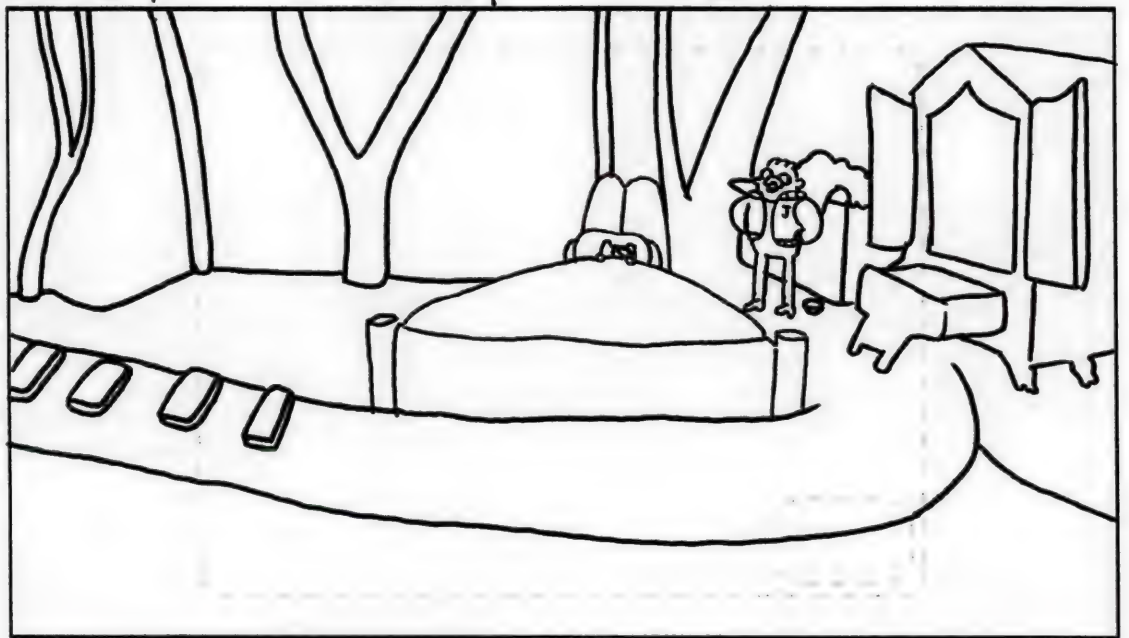
ADVENTURE TIME



Sc. 63 Pnl. A Bg. day night



Sc. 64 Pnl. A Bg. day night

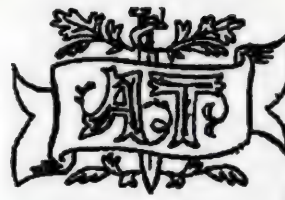


Dialog:	<p>F: Something is wrong with my eyes?</p>	
Action:		
Timing:	<p>AUG 14 2015</p>	

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Production :

ADVENTURE TIME



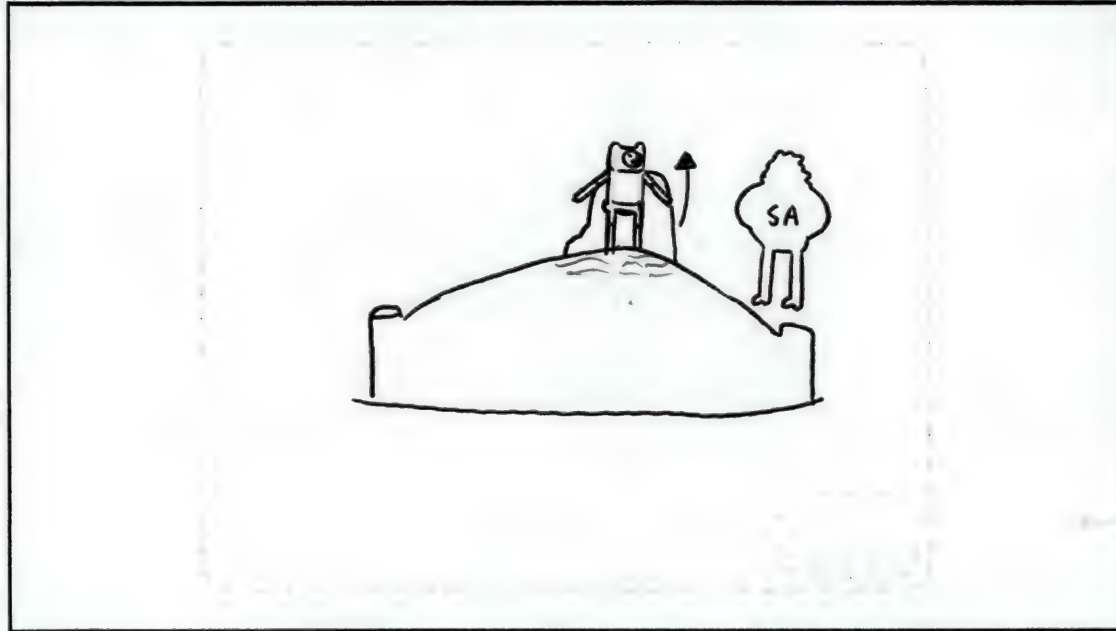
Page 83

Sc. 64

Pnl. B

Bg.

day night

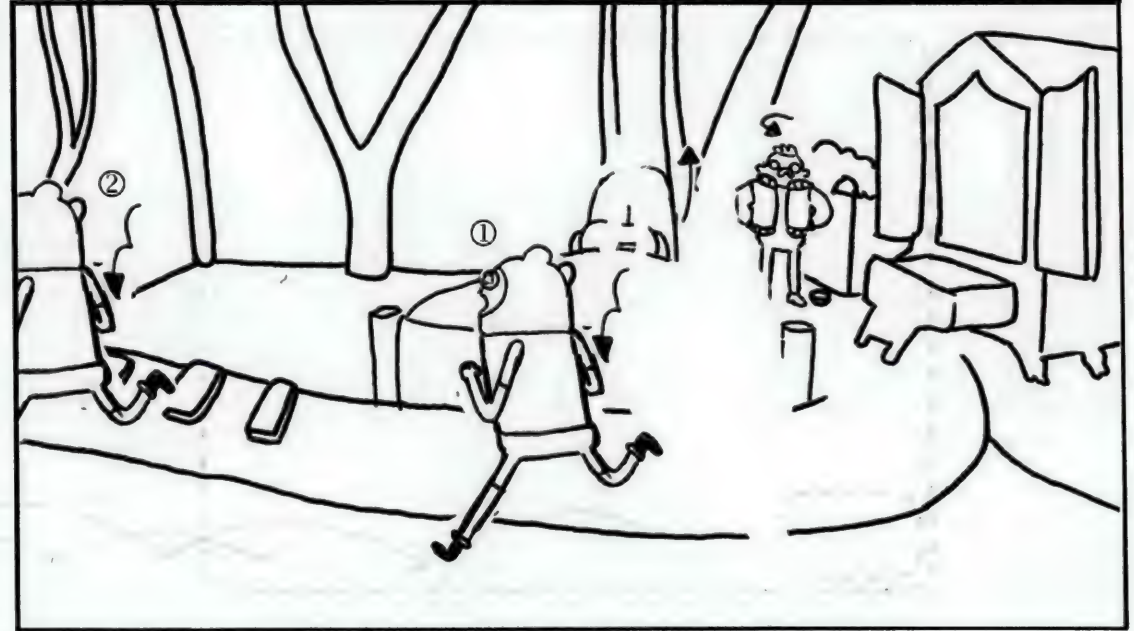


Sc. 64

Pnl. C

Bg.

day night



EPISODE # 1034-230

Dialog:

Action:

- Finn hops out of bed.

- F. RUNS OFF/S

Timing:



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1034/230

ADVENTURE TIME

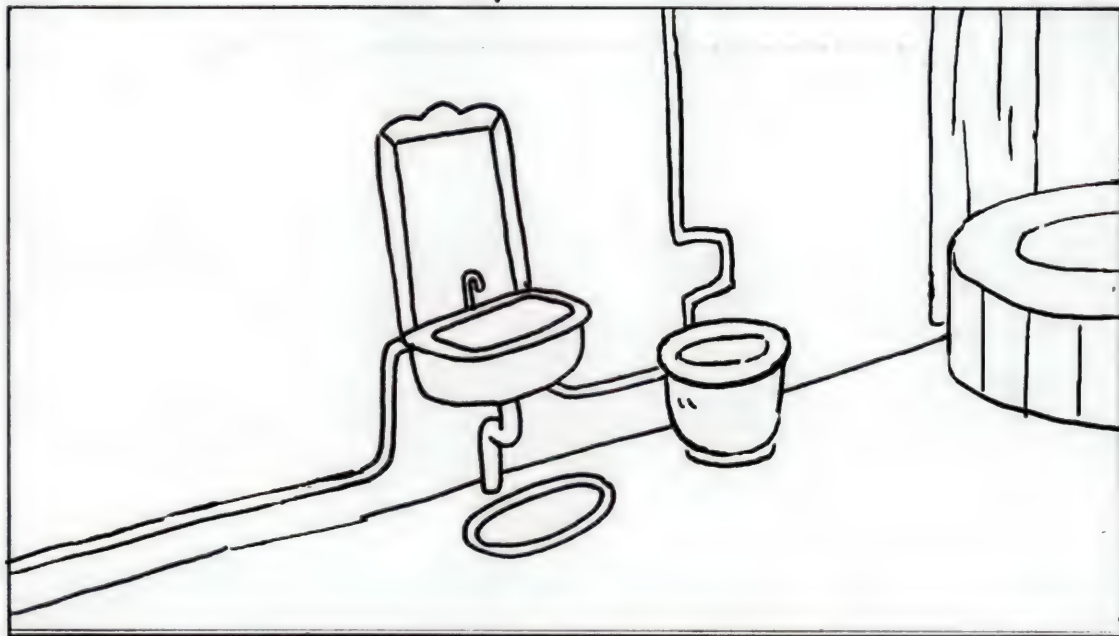


Sc. 65

Pnl. A

Bg.

day night

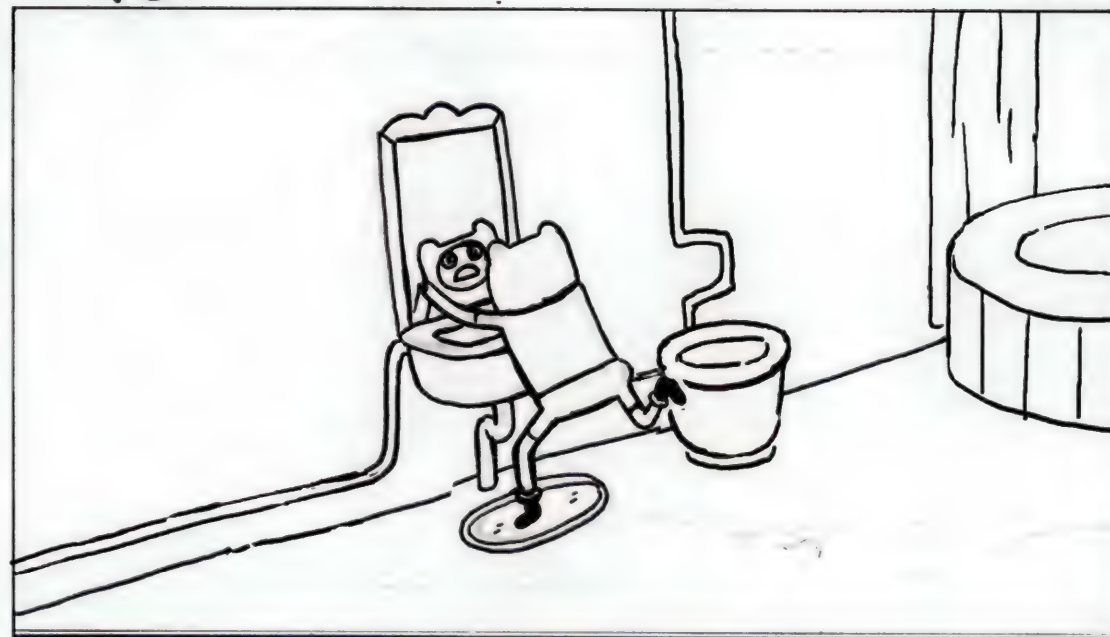


Sc. 65

Pnl. B

Bg.

day night

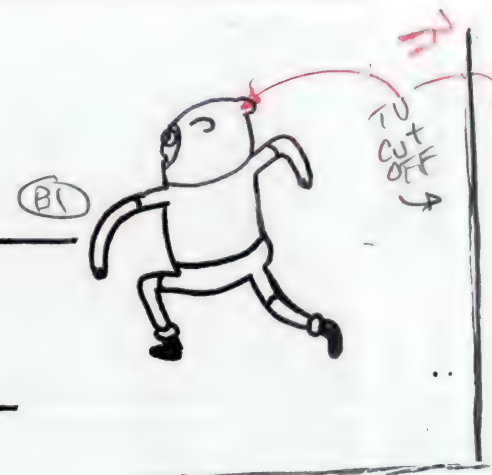


Dialog:

Action:

-F. Runs to a mirror.

Timing:

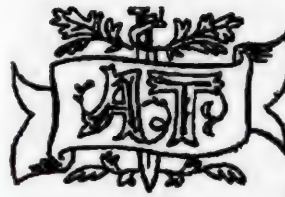


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ADVENTURE TIME



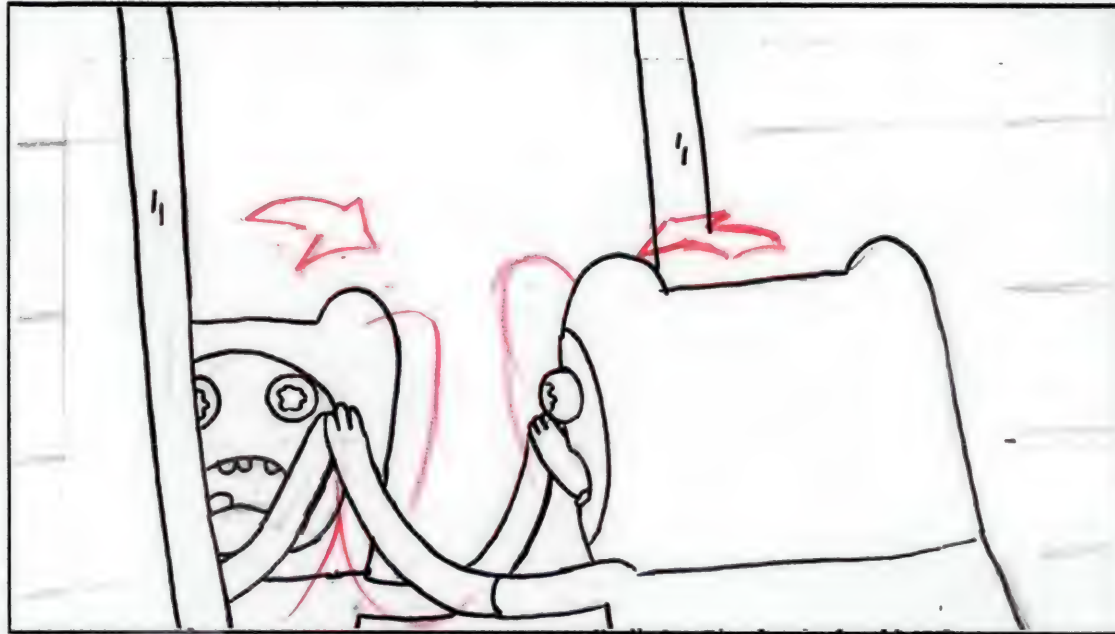
Page 85

Sc. 66

Pnl. A

Bg.

day night

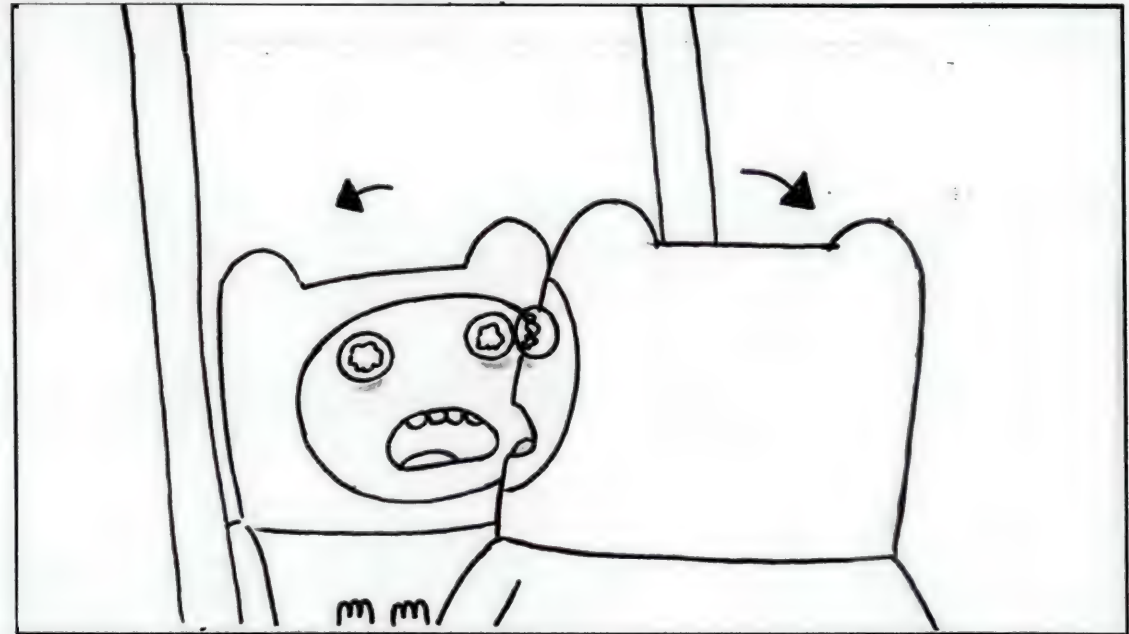


Sc. 66

Pnl. B

Bg.

day night



Dialog:

Action:

Timing:

(A)



F: AHHH!! HERMIT EYES!!
DEAD HERMIT EYES

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1034/230

ADVENTURE TIME



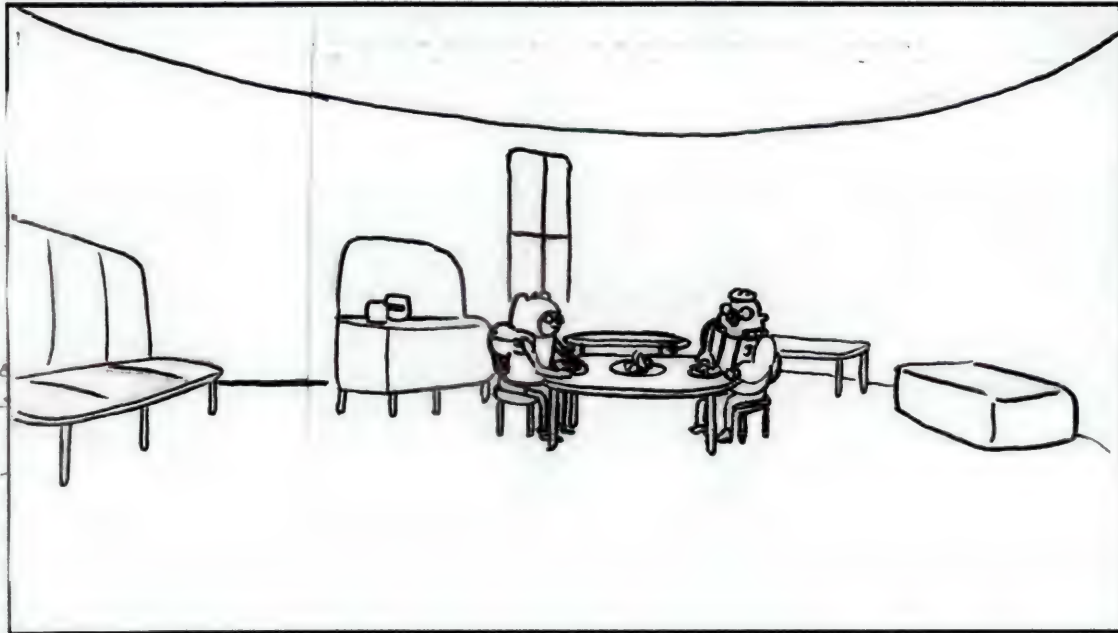
Page 86

Sc. 67

Pnl. A

Bg.

day night

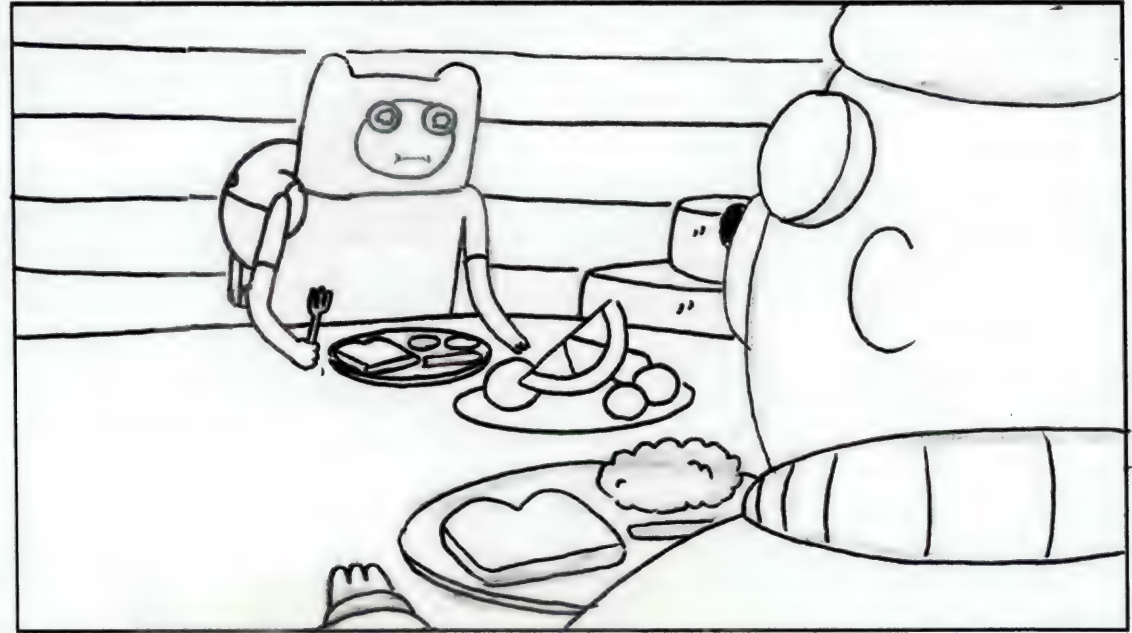


Sc. 68

Pnl. A

Bg.

day night

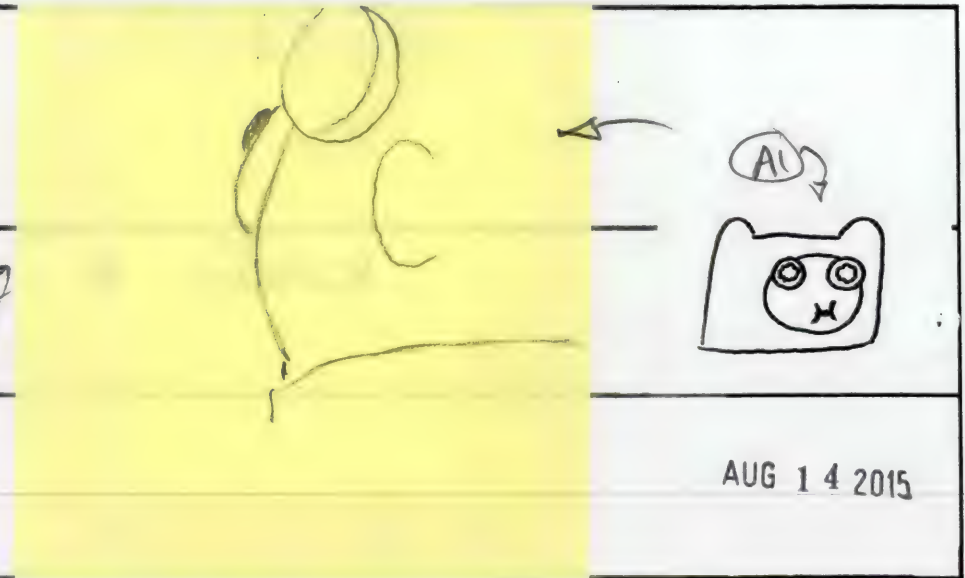


Dialog:

Action: CUT TO Breakfast TABLE.

- F+J Eating
IN SILENCE

Timing:



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Production :

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ADVENTURE TIME



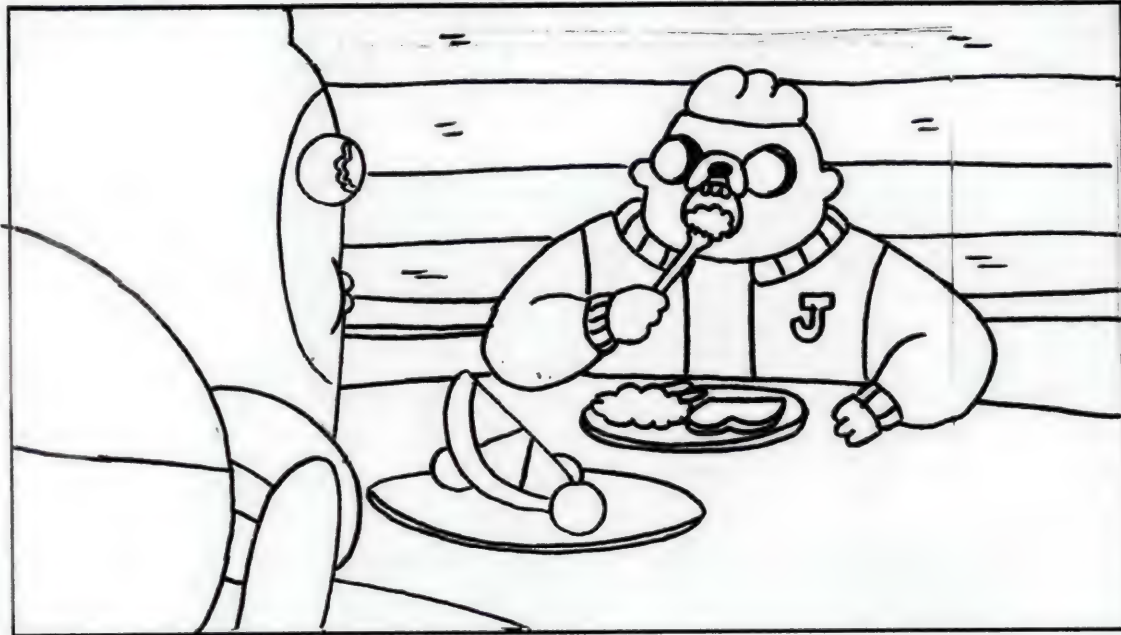
Page 87

Sc. 69

Pnl. A

Bg.

day night

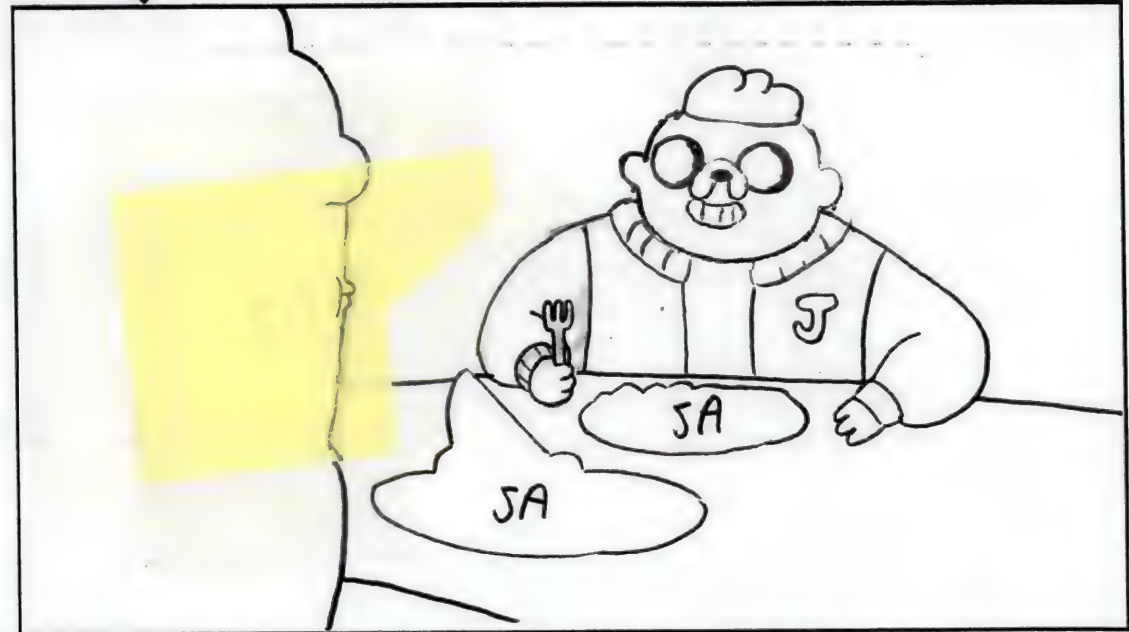


Sc. 69

Pnl. B

Bg.

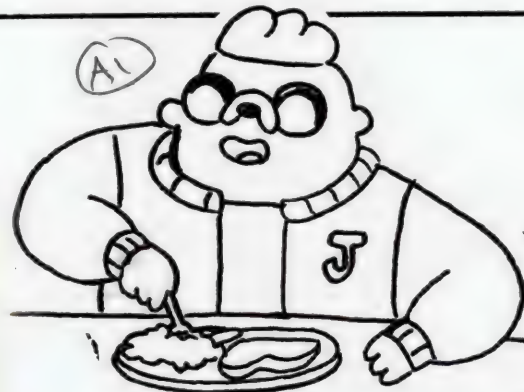
day night



Dialog:

(J) [EATING]

(A1)



J: HEH, it's fine

J smiling like everything is cool.

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(B1)

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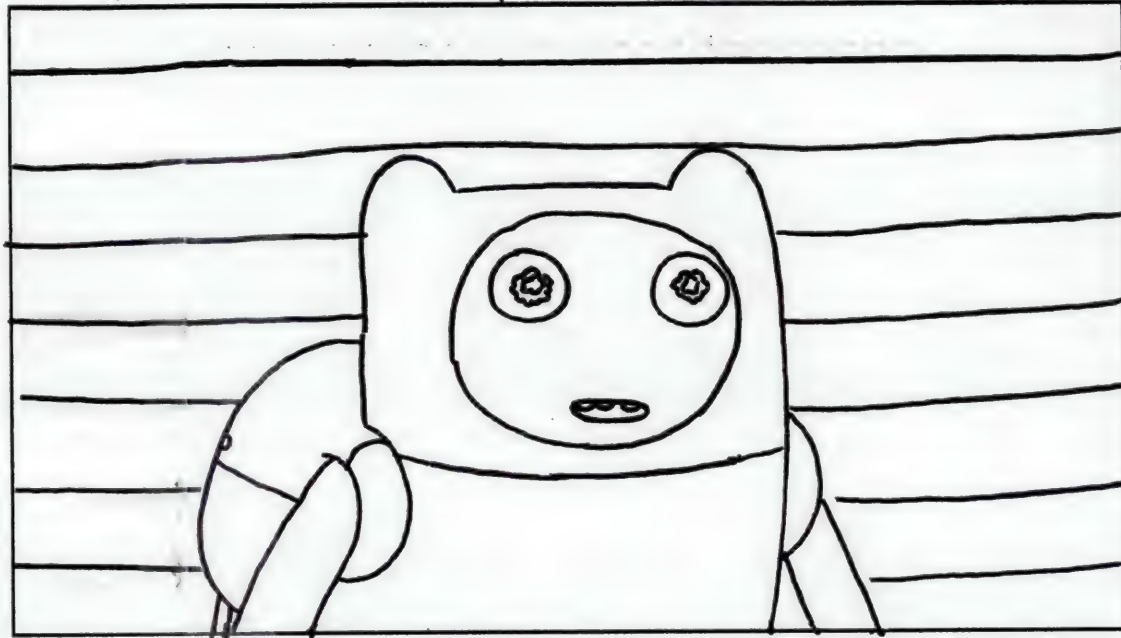
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Sc. 70

Pnl. A

Bg.

day night

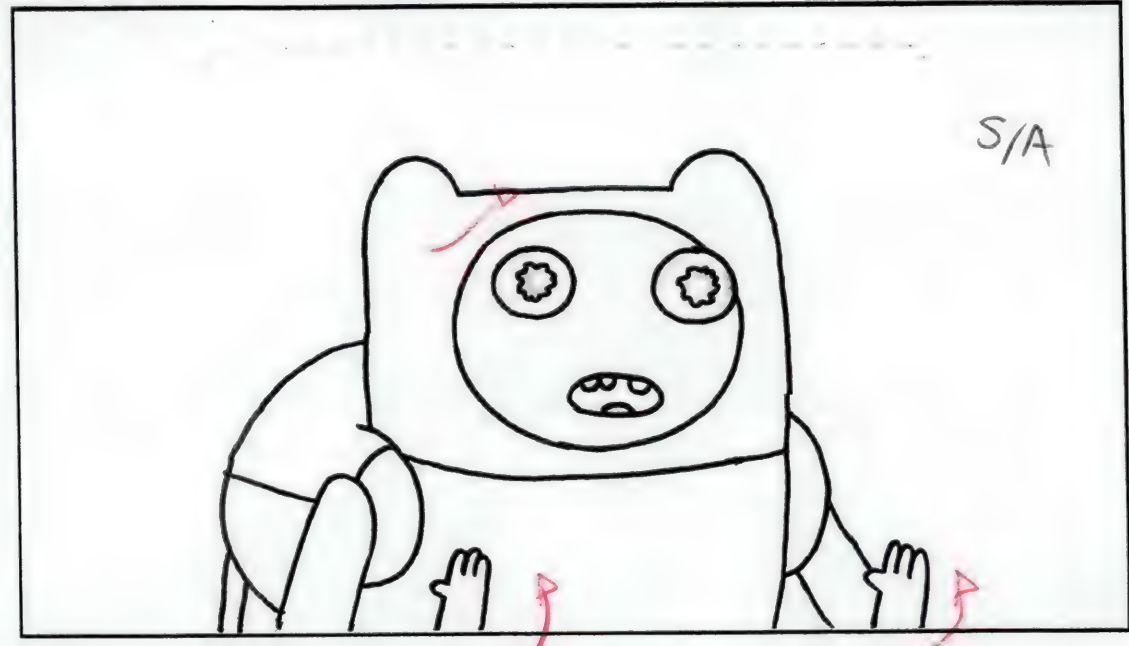


Sc. 70

Pnl. B

Bg.

day night



Dialog:

F: Do you think the hermit
did this...

F: To punish me for grabbing
his shades?

Action:

Timing:

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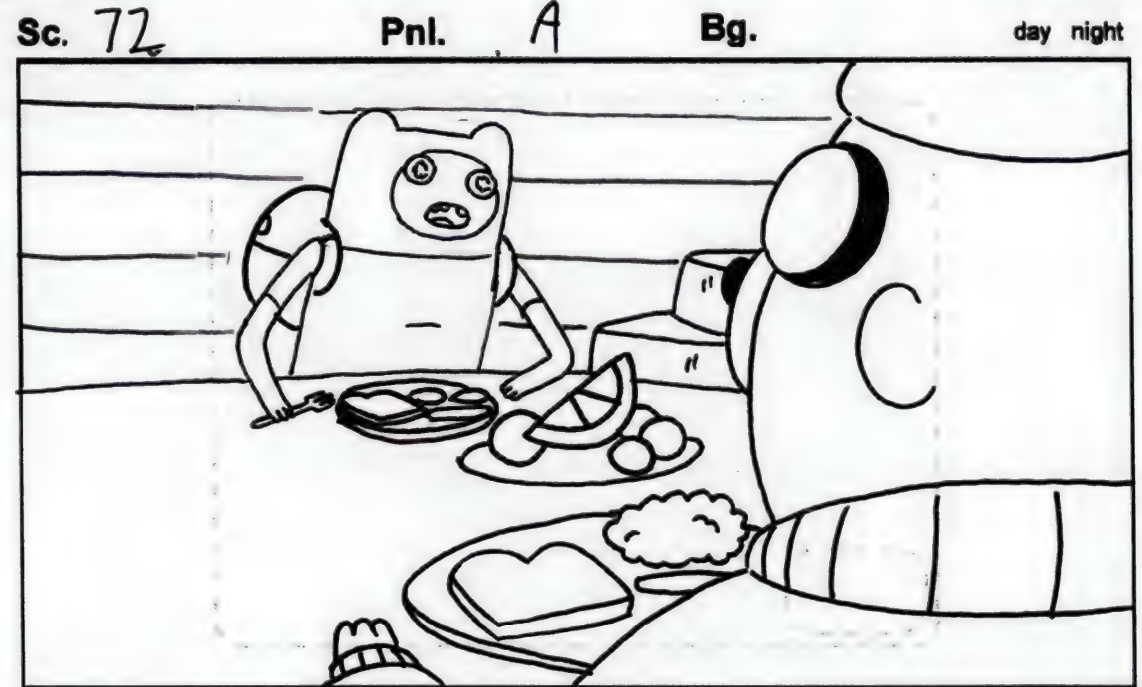
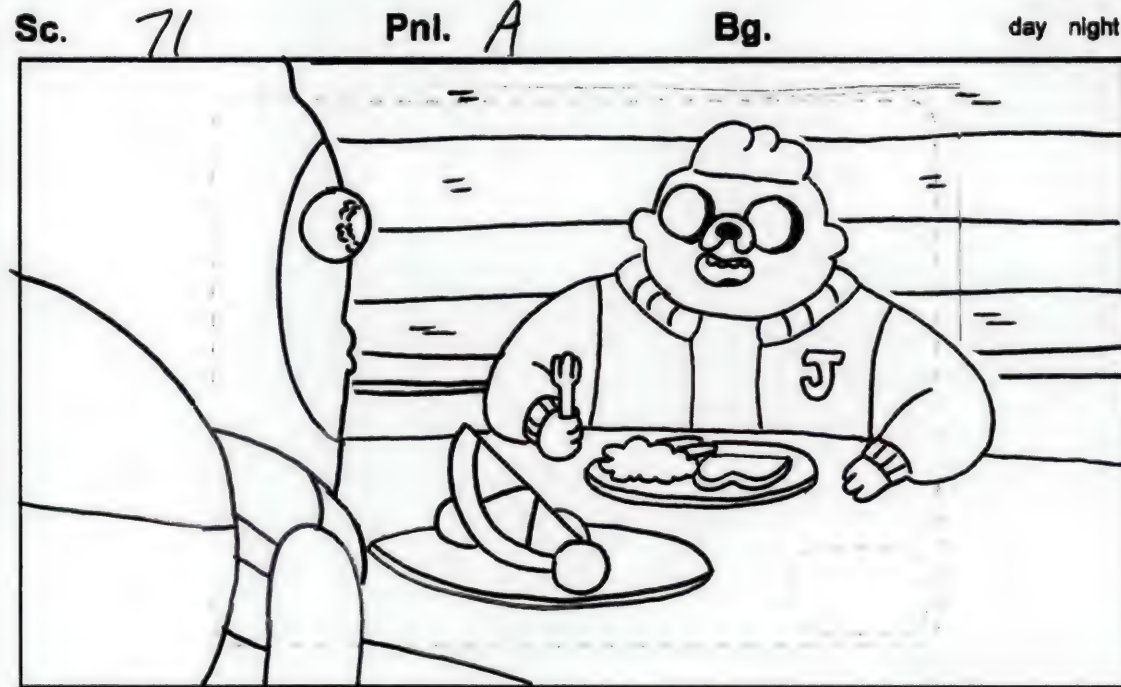
Production :

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ADVENTURE TIME



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Dialog:
J: I THINK MAYBE the eyes ARE the treasure...
F: So then, am I making people what they want to be?

Action:

Timing:



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Production :

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ADVENTURE TIME



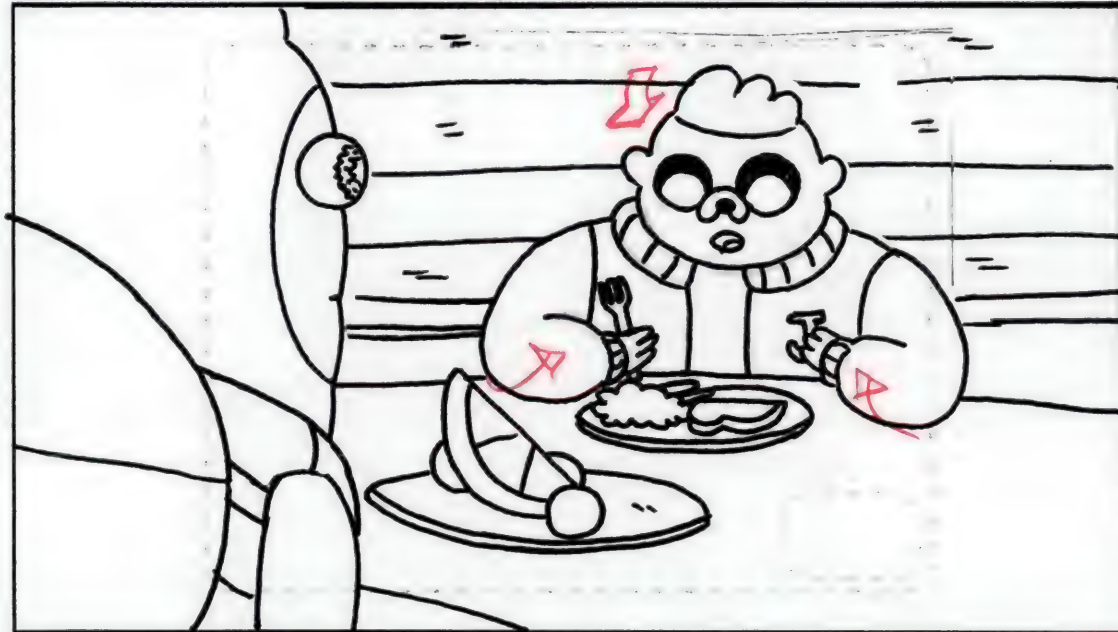
Page 90

Sc. 73

Pnl. A

Bg.

day night

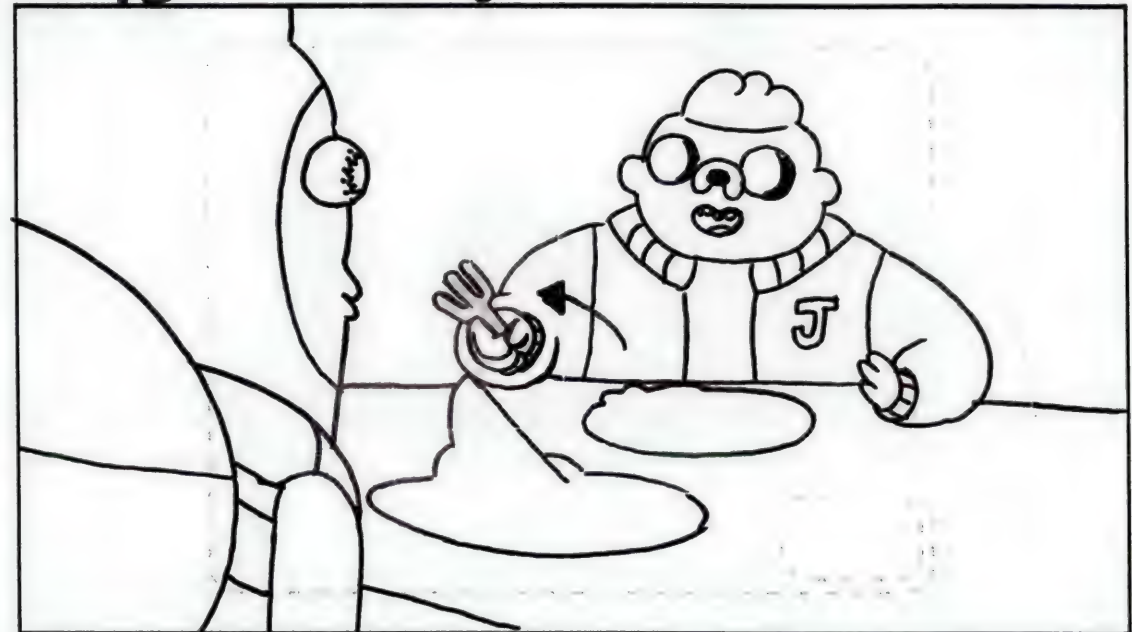


Sc. 73

Pnl. B

Bg.

day night

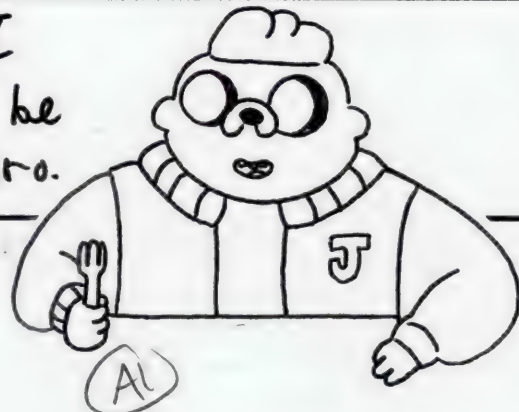


Dialog:

J: No. because I
don't want to be
this awesome sweater bro.

J: BUT Maybe thats how
YOU SEE me ...

Action:



Timing:

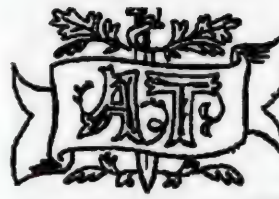
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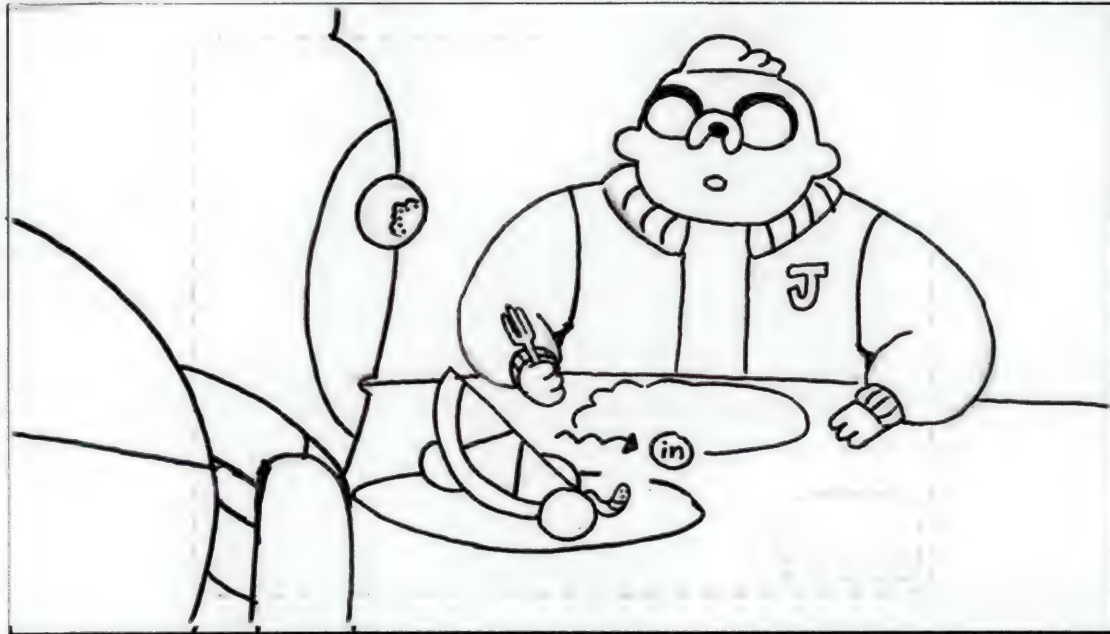
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Sc. 73

Pnl. C

Bg.

day night

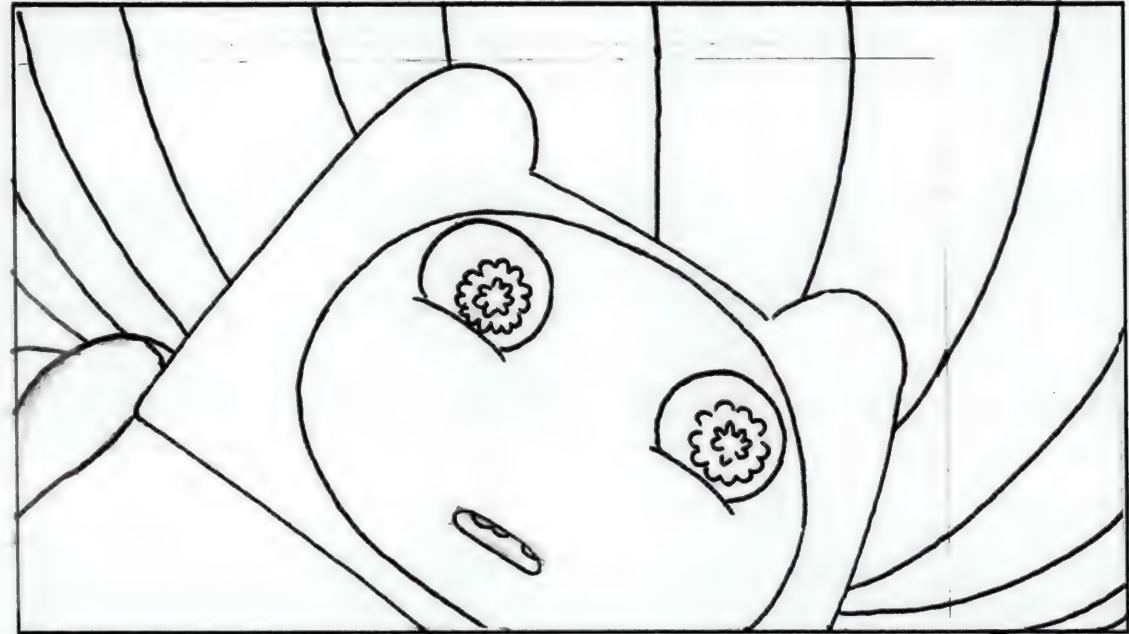


Sc. 74

Pnl. A

Bg.

day night



Dialog: Shelby: HEY, DUDES. NICE EYES Finn ...



Action: Shelby crawls from behind a slice of grapefruit.

Timing:

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Production :

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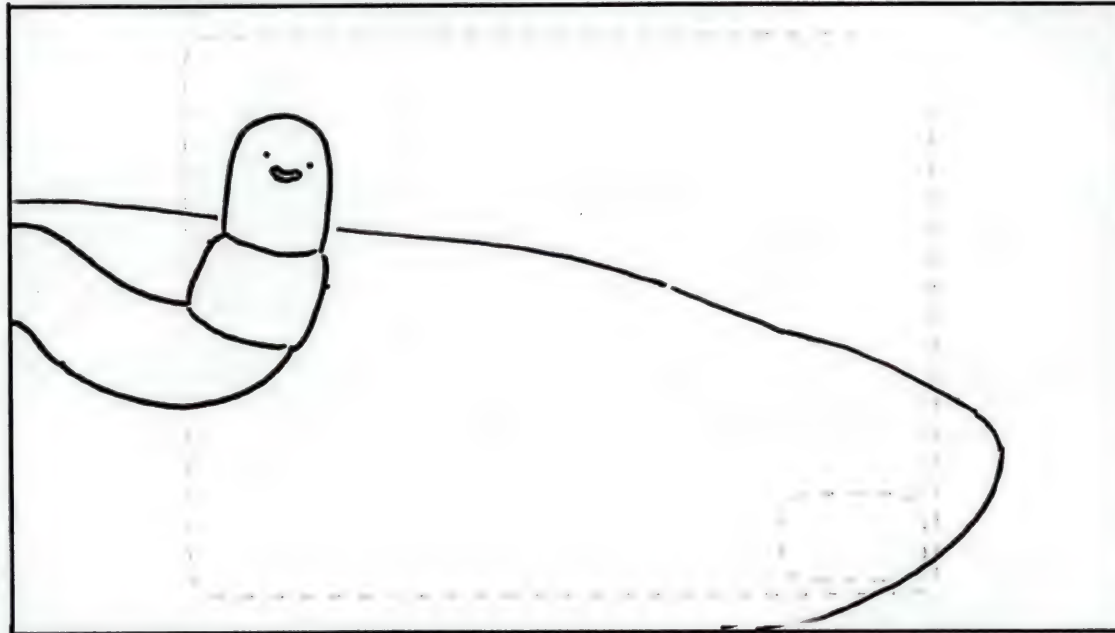
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ADVENTURE TIME

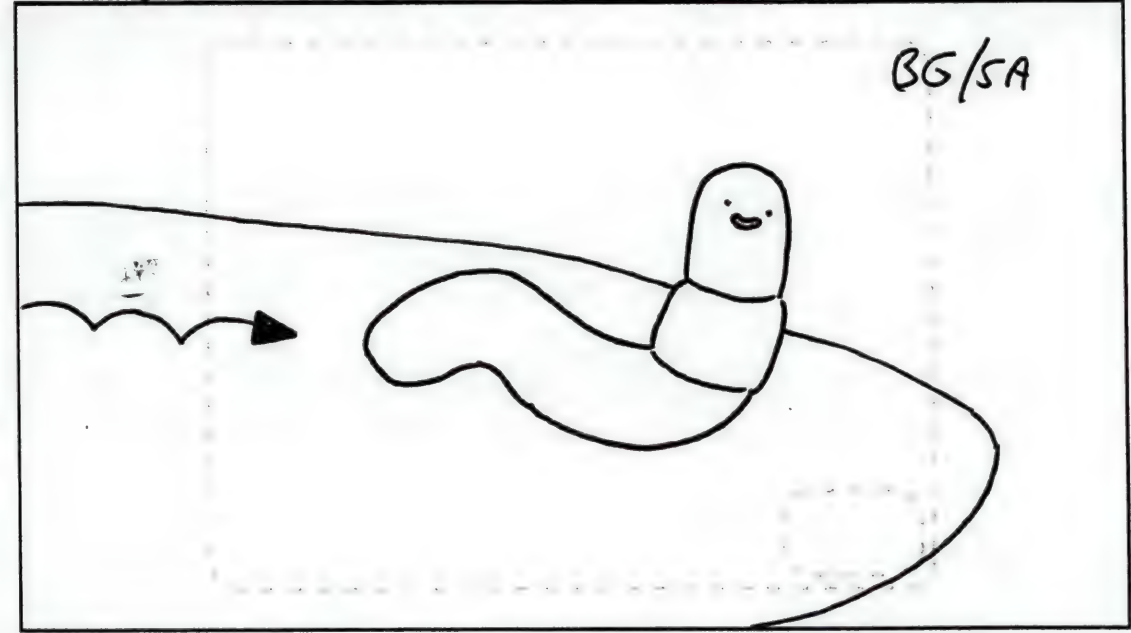


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Sc. 74A Pnl. A Bg. day night



Sc. 74A CONT Pnl. B Bg. day night



Dialog:	<u>S:</u> WHAT'S THE CWORD....
Action:	
Timing:	AUG 14 2015

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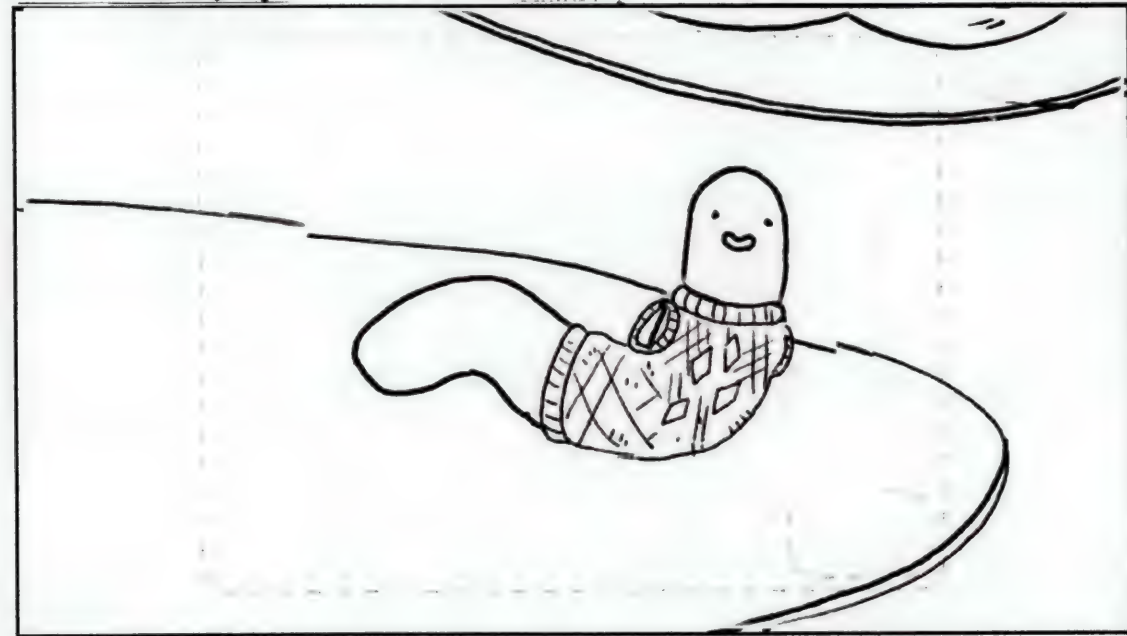
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Sc. 74A CONT

Pnl. C

Bg.

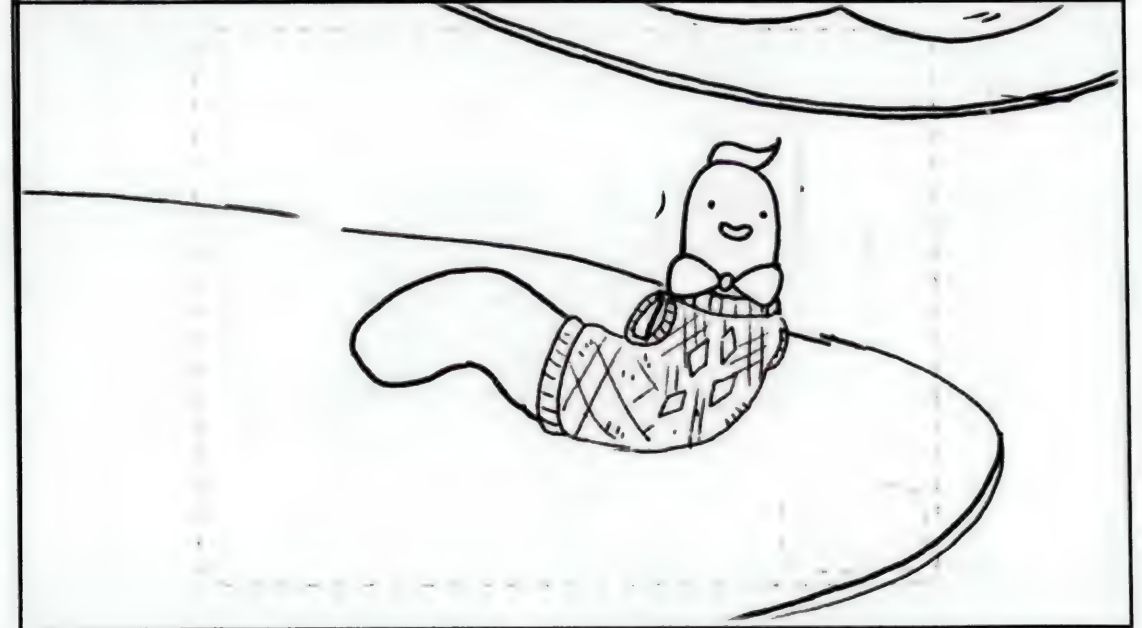
day night



Sc. 74A CONT Pnl. D

Bg.

day night



Dialog:

S: WHAT'S THE HAPS.

S: What's your major?...
(NERDY)

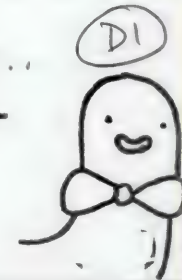
S: (NERDY CHUCKLE) HUM-HYUM-HYUM..

Action:

Shelby turns into NERD.

Appears: bowtie, oily hair,
and thick glasses

Timing:



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ADVENTURE TIME

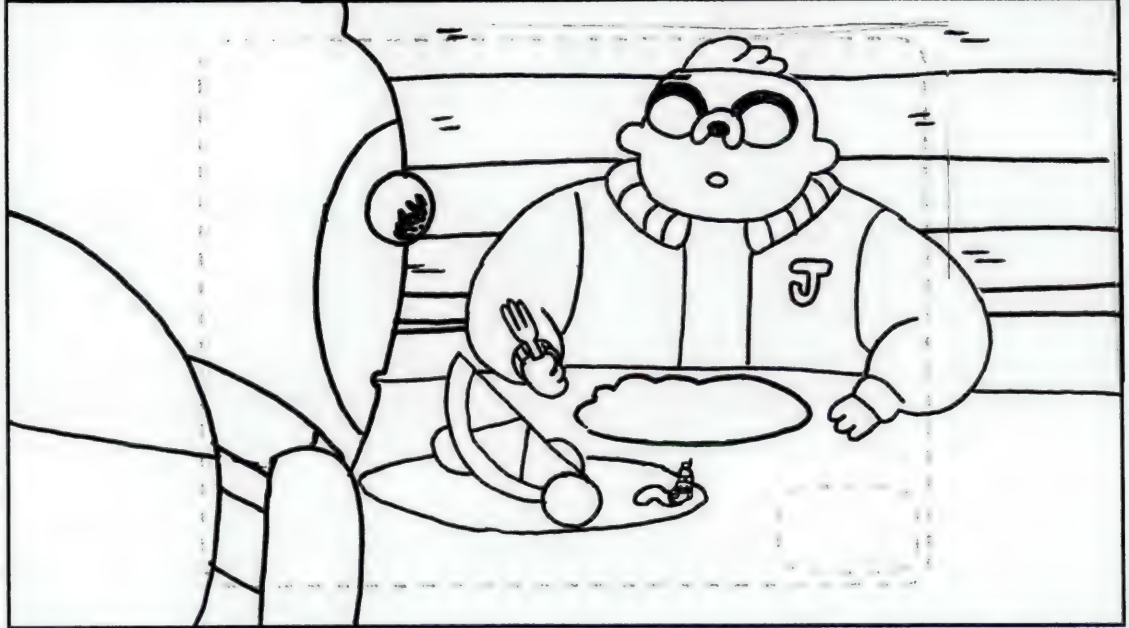


Sc. 75

Pnl. A

Bg.

day night

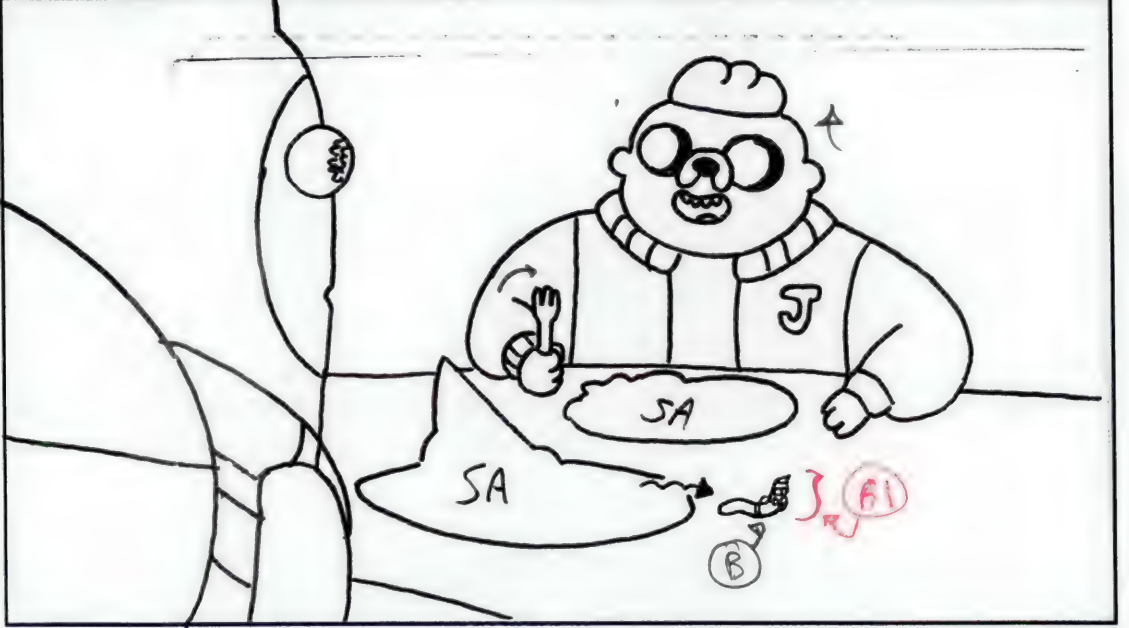


Sc. 75

Pnl. B

Bg.

day night



Dialog:

shelby
Laughs. →

S: You're a nerd

JAKE. whoa - Do you see shelby
As A Bookish Nerd?

Action:

Timing:

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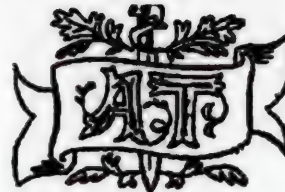
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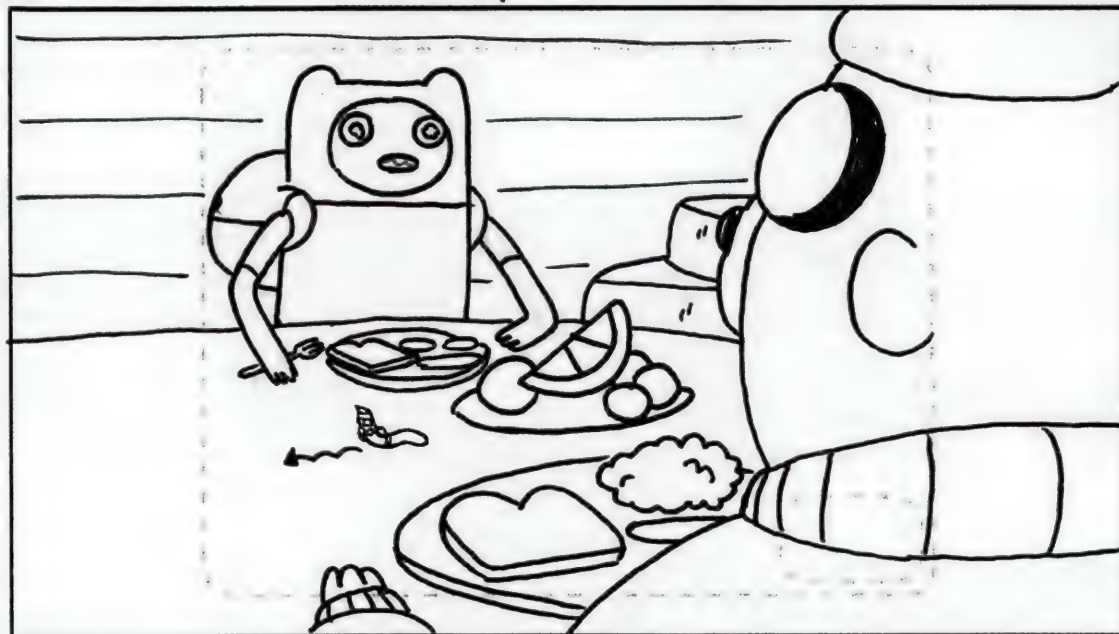
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Sc. 76

Pnl. A

Bg.

day night

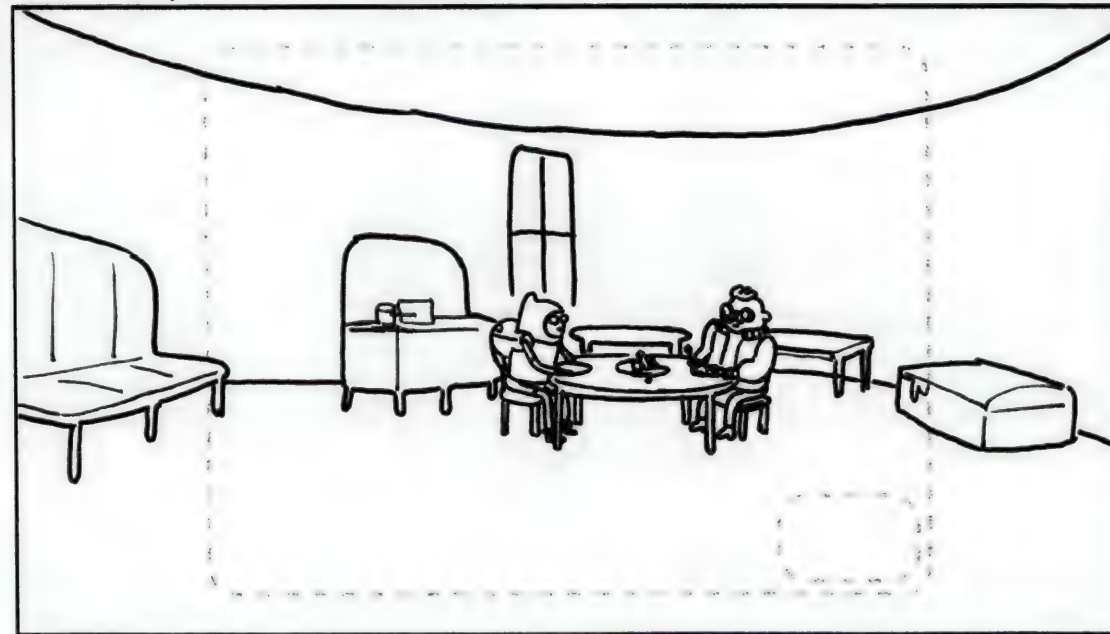


Sc. 77

Pnl. A

Bg.

day night

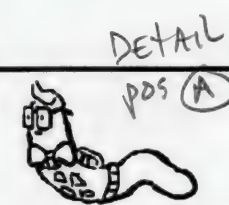


Dialog:

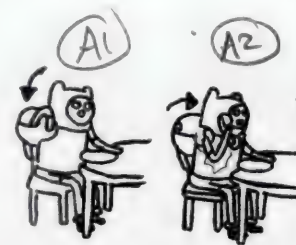
F: I don't know maybe ...
IS THAT BAD?

F: HULLO?
SFX: *PHONE RING*

Action:



- phone rings.
- finn reaches into backpack.



Timing:

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ADVENTURE TIME



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Sc. 78

Pnl. A

Bg.

day night



Sc. 78

Pnl. B

Bg.

day night



Dialog:

F: Hiya PB, what's up?

F: You need help with your speech? ... An emergency!?

Action:

Timing:

AUG 14 2015

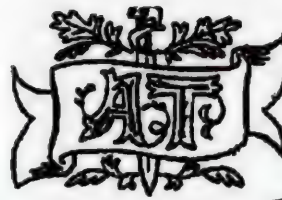
EPISODE # 1034-230

Production :

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ADVENTURE TIME



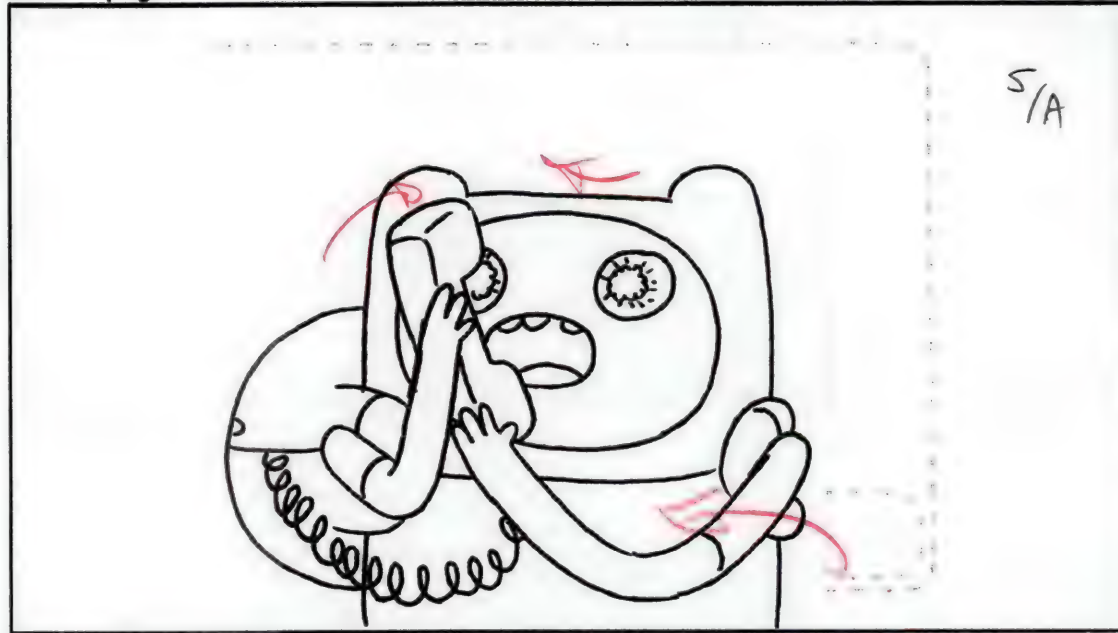
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Sc. 78

Pnl. C

Bg.

day night

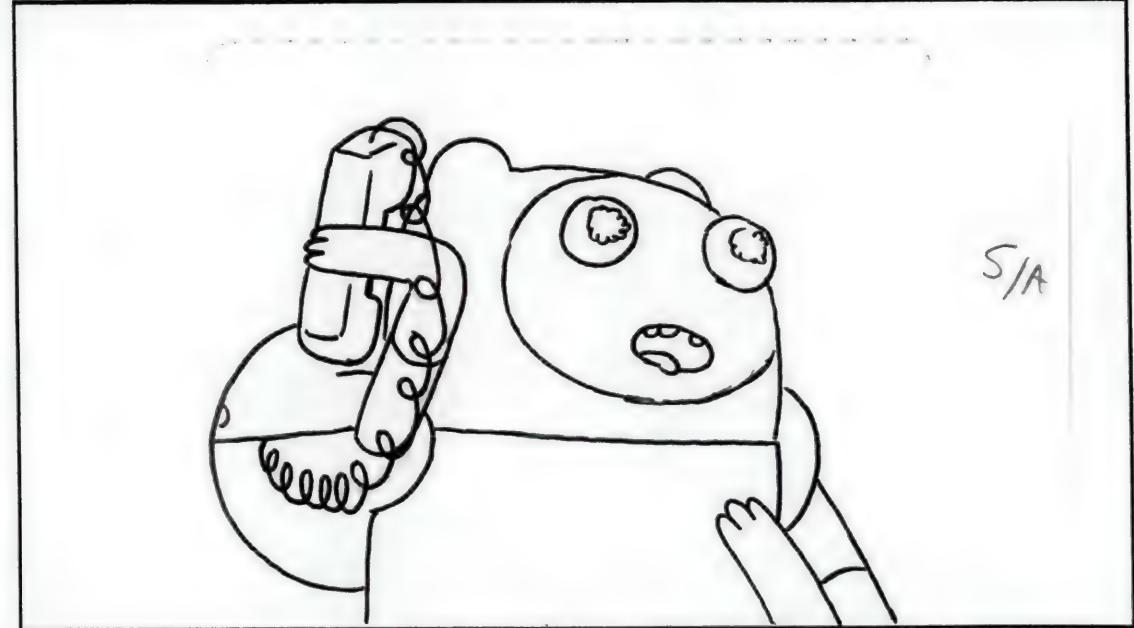


Sc. 78

Pnl. D

Bg.

day night



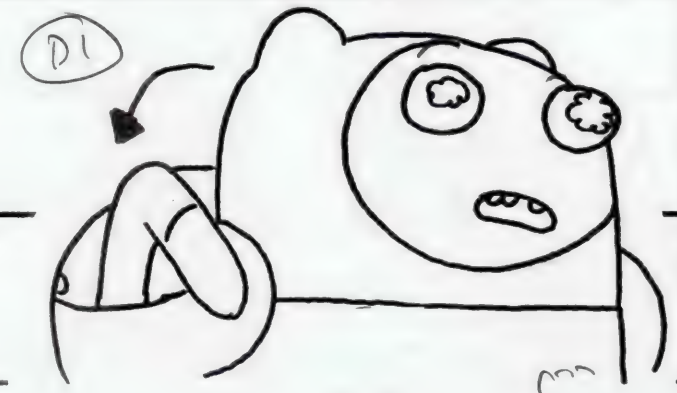
Dialog:

E: ON OUR WAY!

Action:

- F. PUTS PHONE AWAY.

Timing:



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ADVENTURE TIME



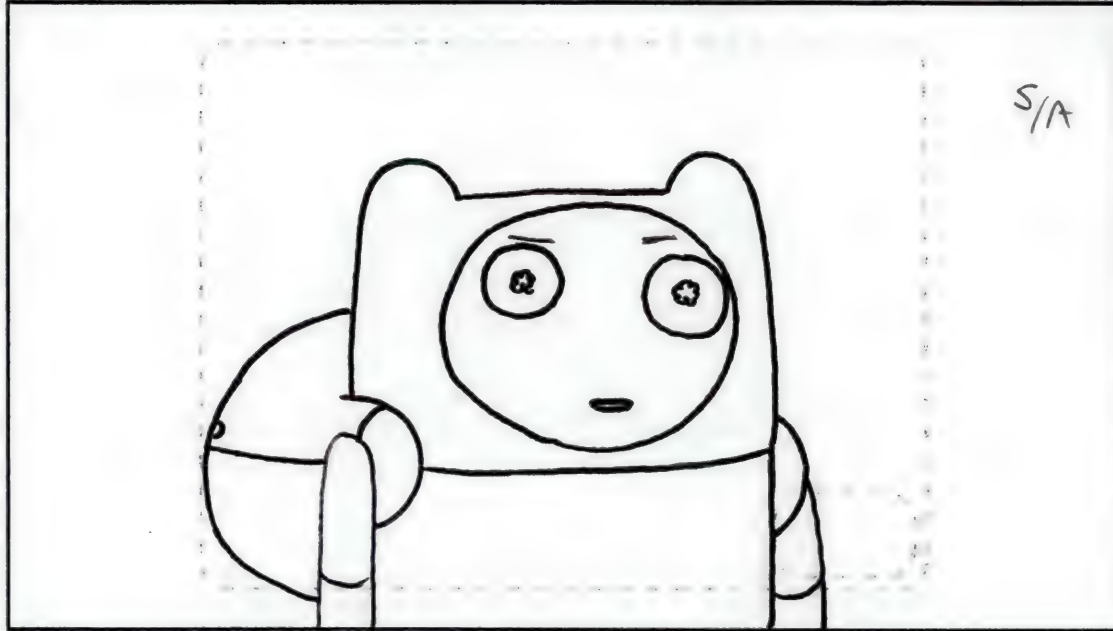
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Sc. 78

Pnl. E

Bg.

day night

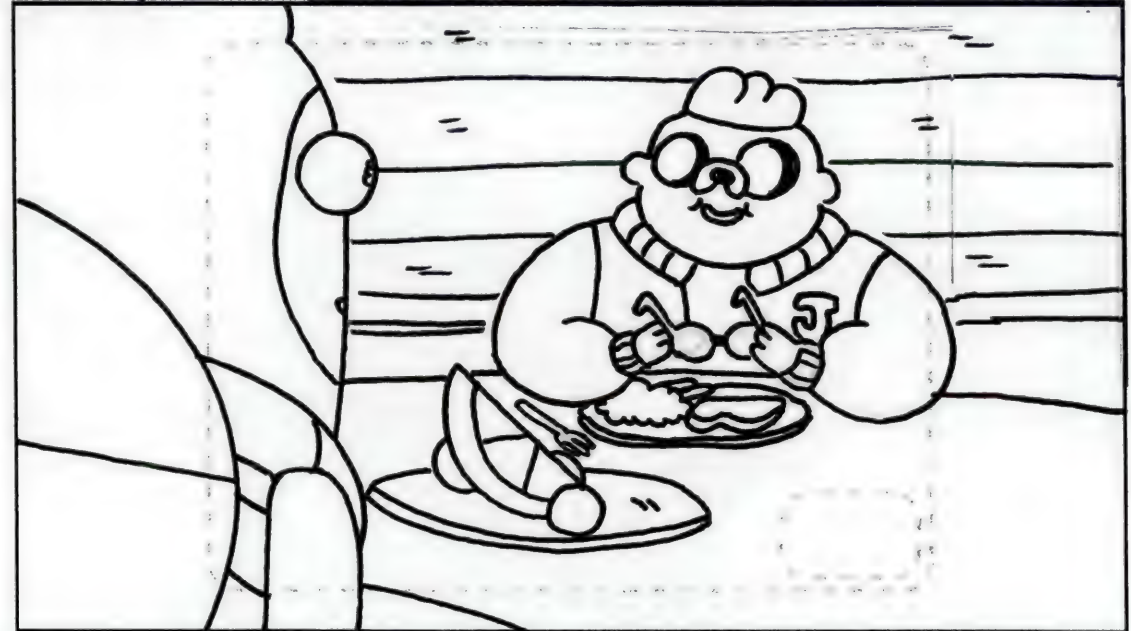


Sc. 79

Pnl. A

Bg.

day night



Dialog:

⑦ LES'ROLL varsity Jake.

Action:

Timing:

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Production :

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ADVENTURE TIME



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Sc. 79

Pnl. B

Bg.

day night

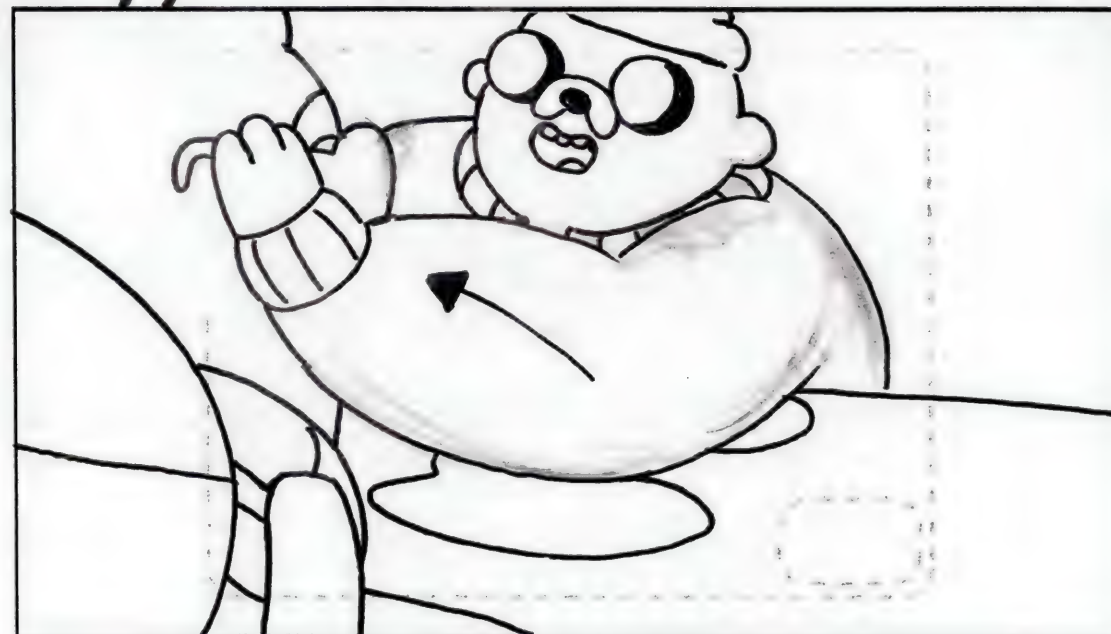


Sc. 79

Pnl. C

Bg.

day night



Dialog:

J: Eh Eh

before we go --

Action:

- J. PUTS GLASSES ON FINN.

Timing:

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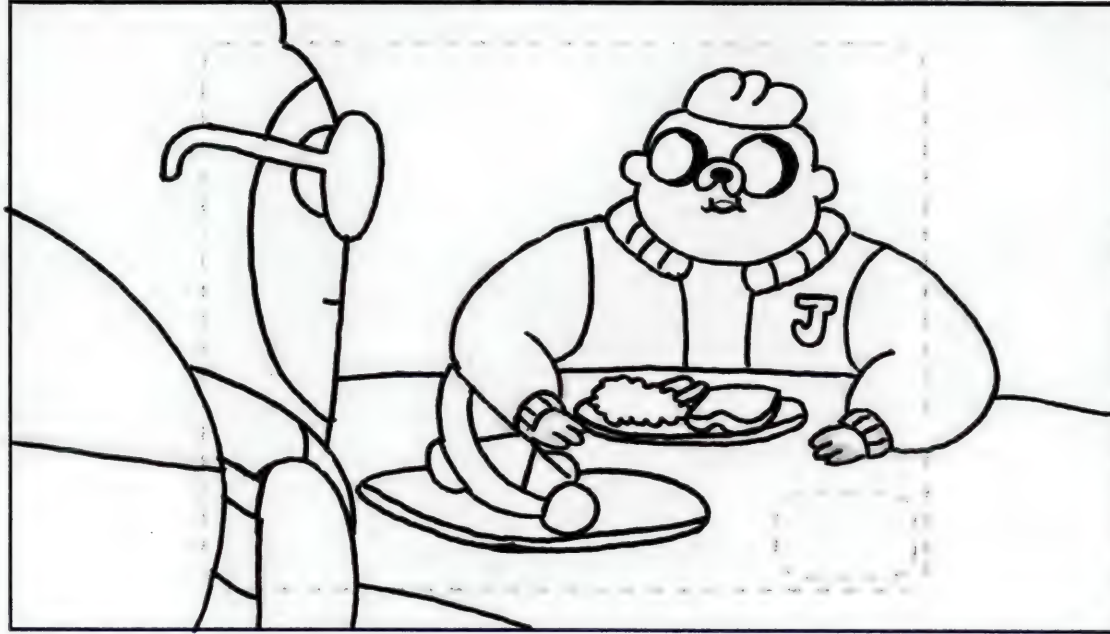


Sc. 79

Pnl. D

Bg.

day night

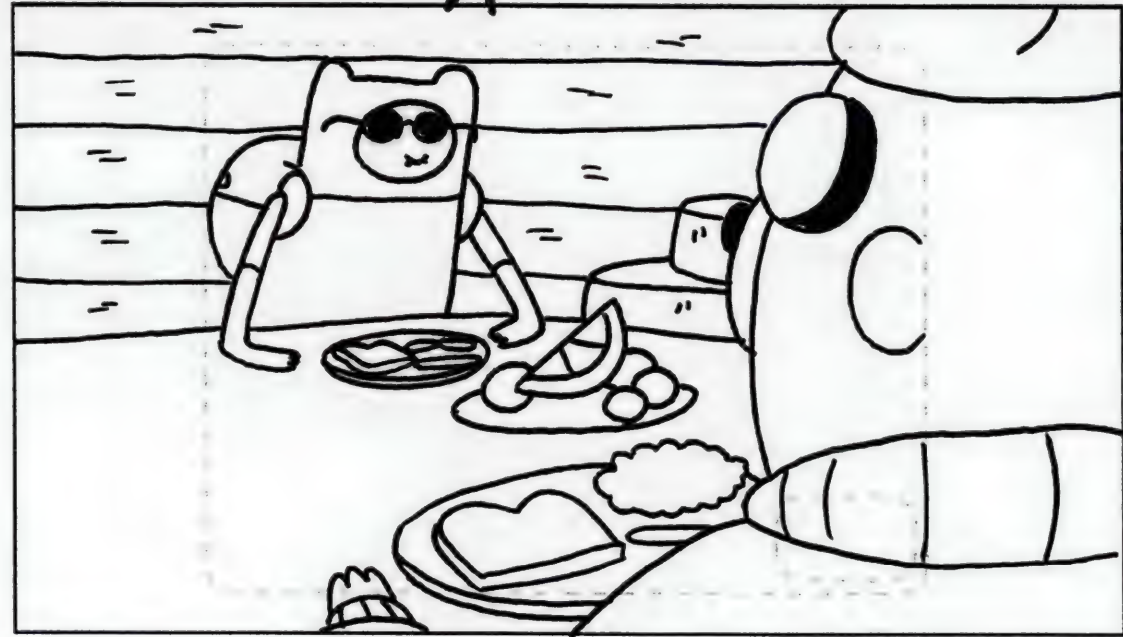


Sc. 80

Pnl. A

Bg.

Page 100
100A NEXT
day night



Dialog:

J: UNTIL YOU FIGURE OUT
HOW TO USE 'EM --

J: keep those peepers covered...

Action:

Timing:

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1034-230

EPISODE #

Production :

1034/230

1034/230

ADVENTURE TIME



Page 100A
10/10/15
day night

Sc. 080A

Pnl. A

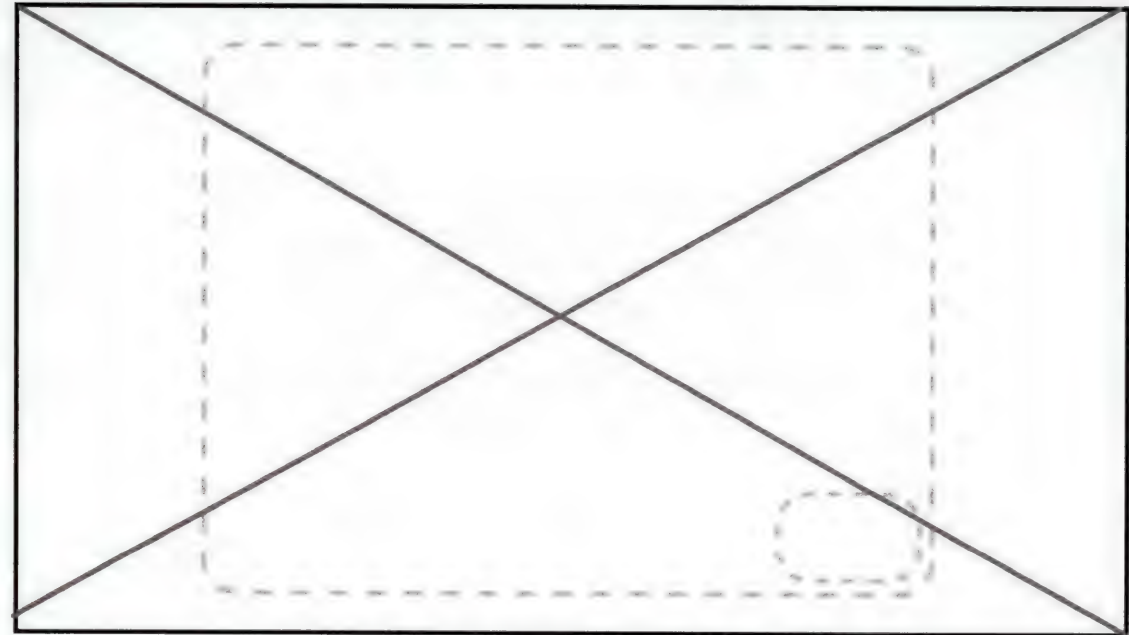
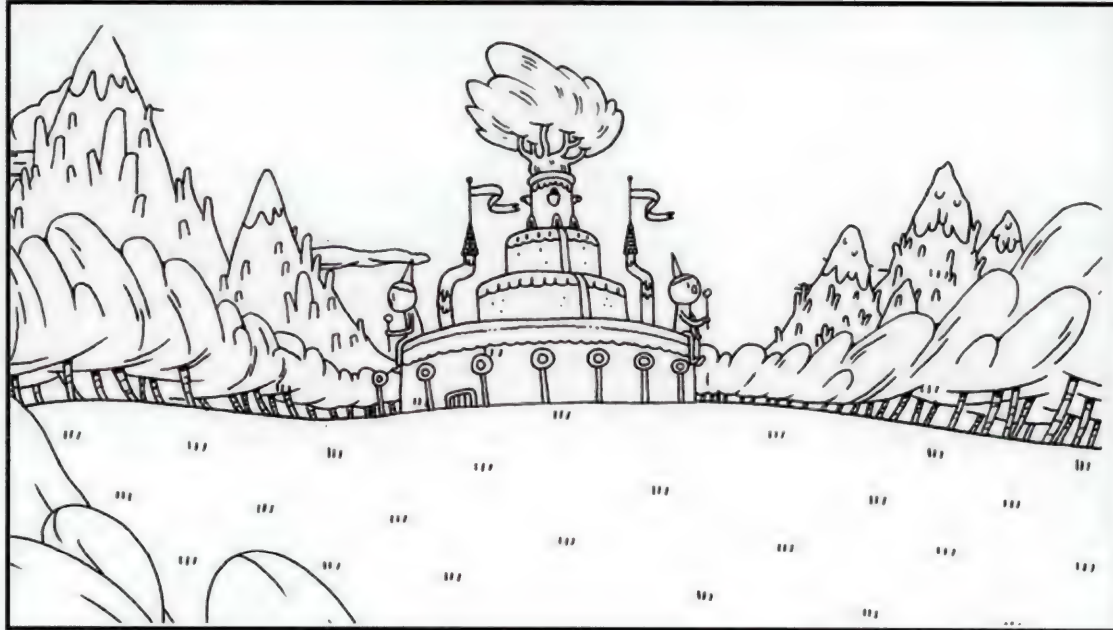
Bg.

day night

Sc.

Pnl.

Bg.



Dialog:

Action:

Timing:

AUG 14 2015

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Production:

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1034/230

ADVENTURE TIME



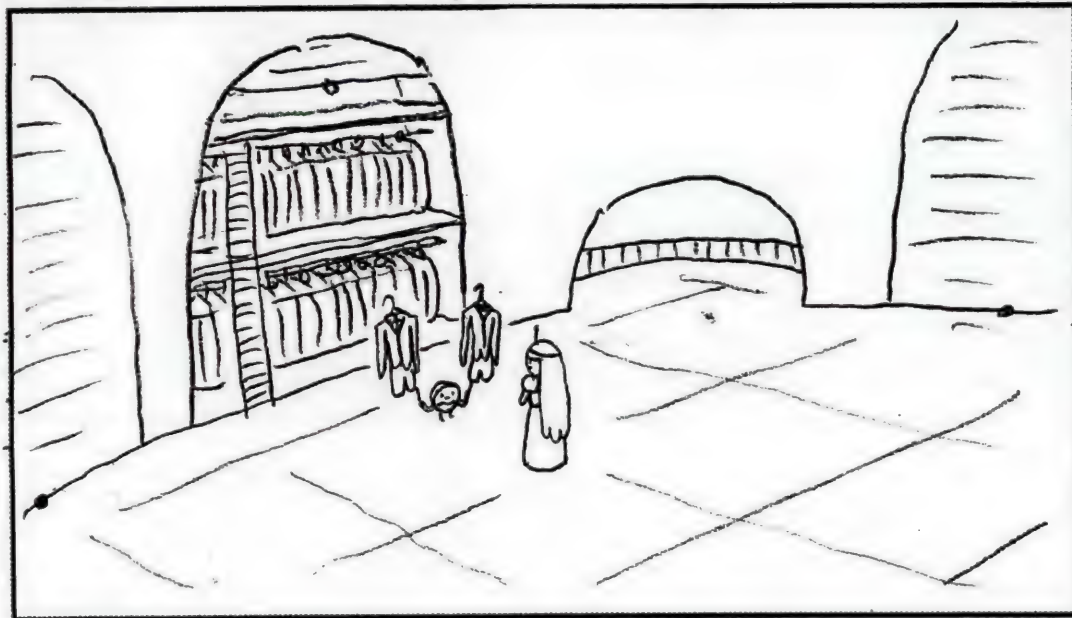
Page **101**

Sc. **81**

Pnl. **A**

Bg.

day night



Sc. **82**

Pnl. **A**

Bg.

day night



Dialog:

(PB) WHAT TO WEAR FOR MY
SPEECH...
(AIRY, TALKING TO SELF)

Action:

- INT. PB'S CLOSET.

- PEP BUT HOLDING UP 2 OUTFITS.

Timing:

(PB) BOSS NEXT DOOR---

- P/BUT RAISES OUTFIT 1
(MAYBE BOTH OUTFITS
ARE IDENTICAL EXCEPT
FOR COLOUR)

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1034/230

ADVENTURE TIME



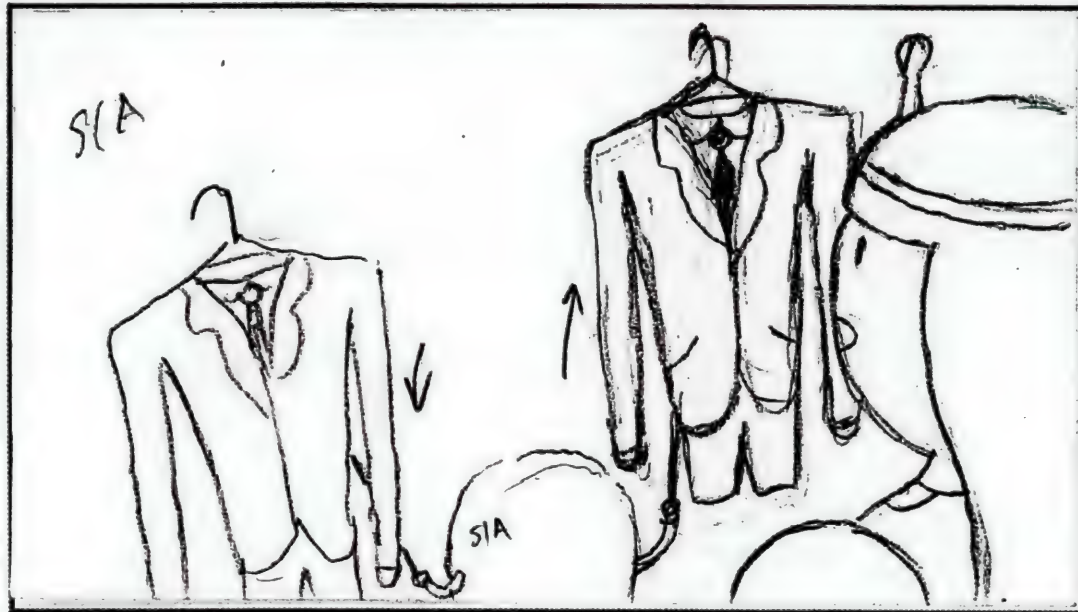
Page **102**

Sc. **82**

Pnl. **B**

Bg.

day night

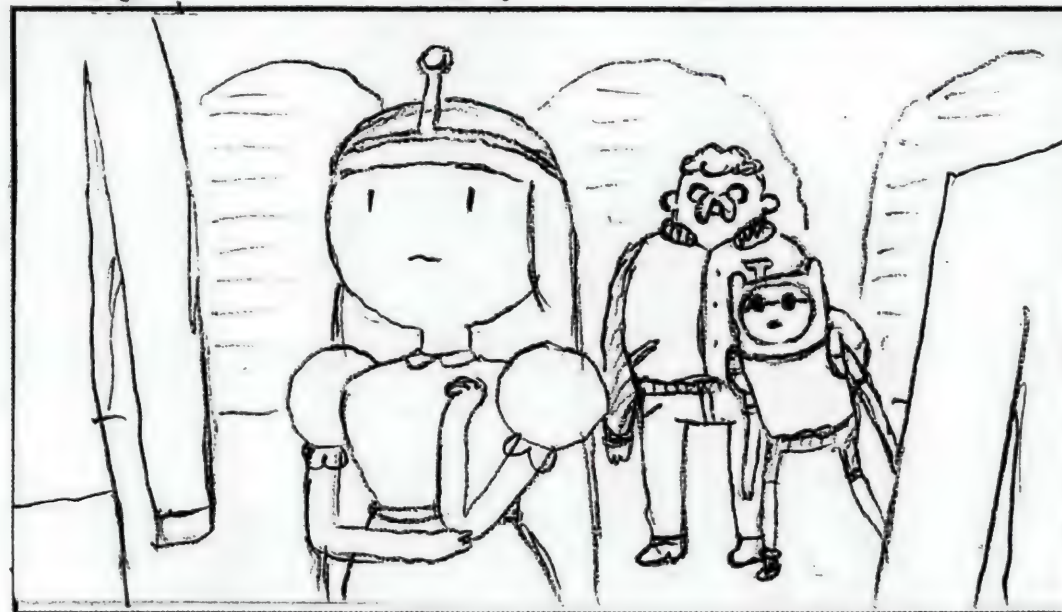


Sc. **83**

Pnl. **A**

Bg.

day night



Dialog:

(PB) OR HOT PRESIDENT

(F) IS THIS WHAT YOU NEEDED
HELP WITH?

Action:

- PBUT RAISES OUTFIT 2

- F+J ARE STANDING BEHIND
PB AS SHE CONSIDERS.

Timing:

AUG 14 2015

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Production:

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ADVENTURE TIME



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Sc. **83**

Pnl. **B**

Bg.

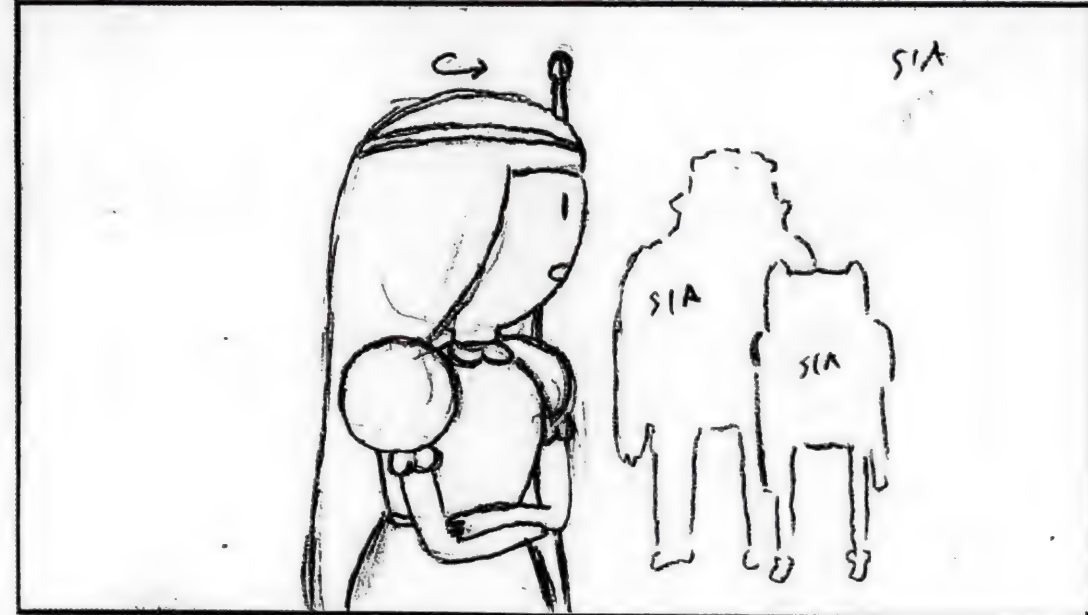
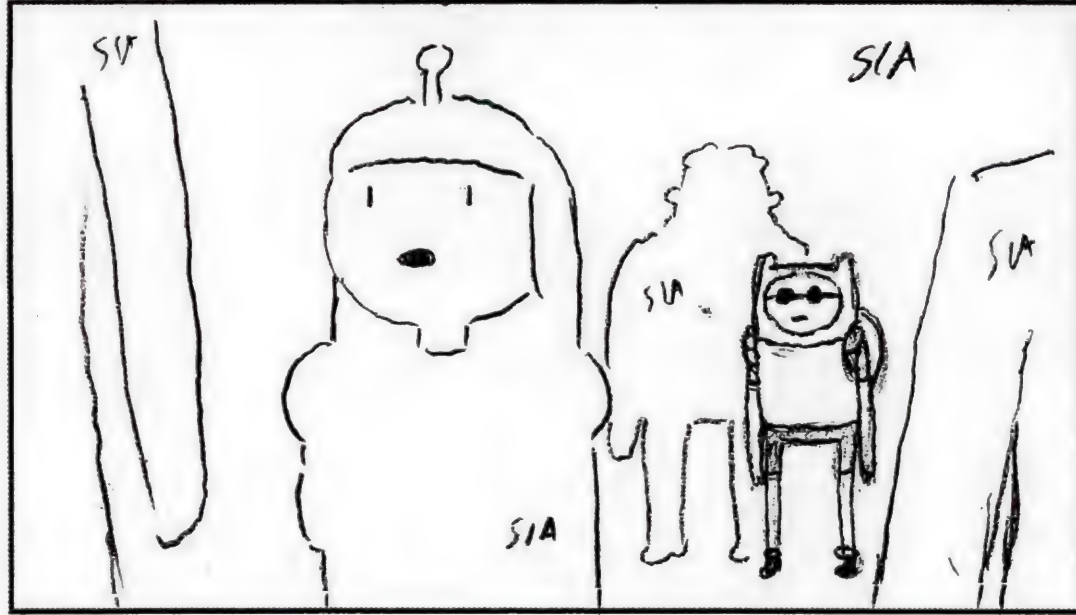
day night

Sc. **83**

Pnl. **C**

Bg.

day night



Dialog:

(PB) NO, I THINK I GOT THIS.
(ABSENT MINDED)

(PB) OH. HI FINN AND JAKE.

Action:

Timing:



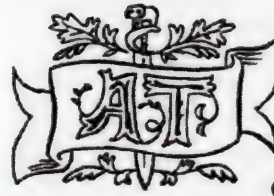
AUG 4 2015

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Production:

1034/230

ADVENTURE TIME

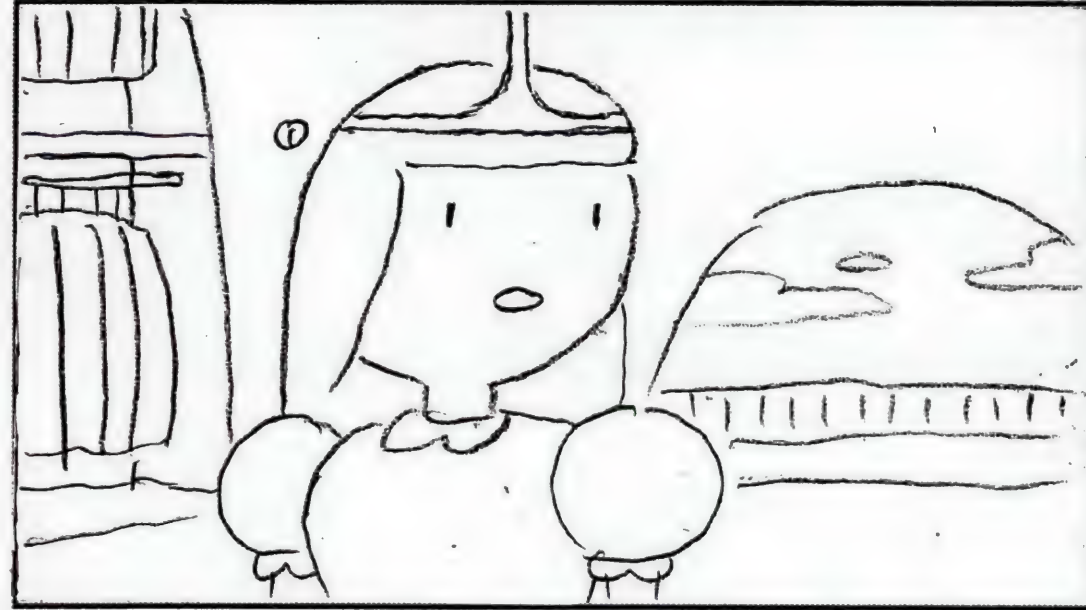


Sc. **84**

Pnl. **A**

Bg.

day night

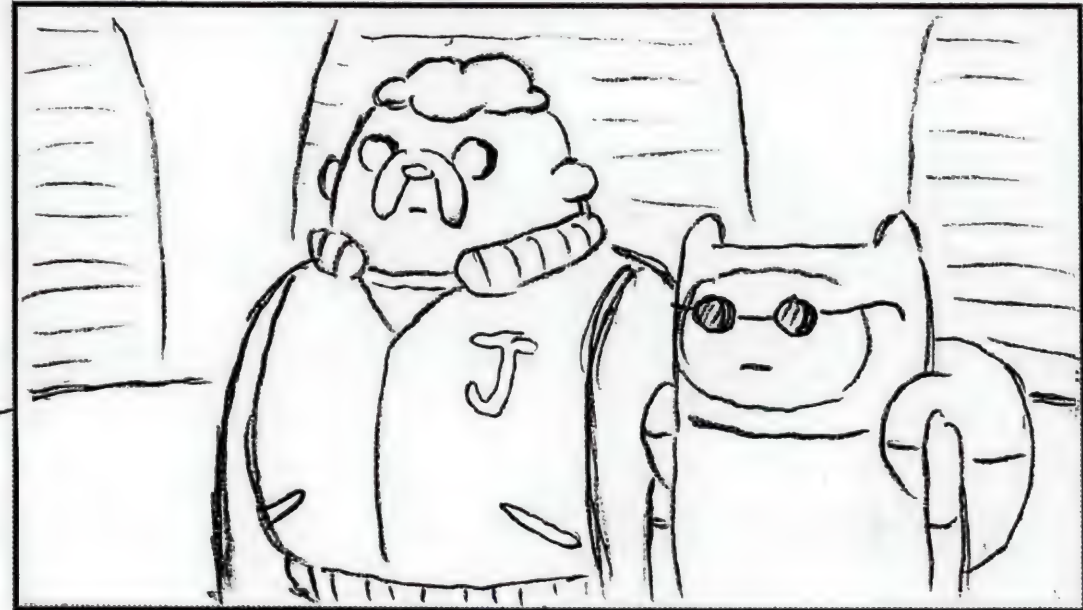


Sc. **85**

Pnl. **A**

Bg.

Page **104**
day night



Dialog:

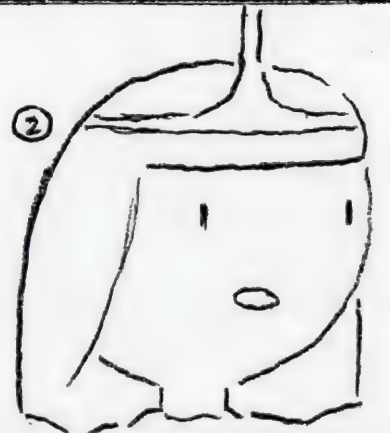
(PB) : YOU GUYS LOOK -- LOOK -- YOU TRYIN' A NEW LOOK ...
①②

S.P.

Action:

- PB CONSIDERS
F+J.

Timing:



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EPISODE #

Production:

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ADVENTURE TIME



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Sc. **85**

Pnl. **B**

Bg.

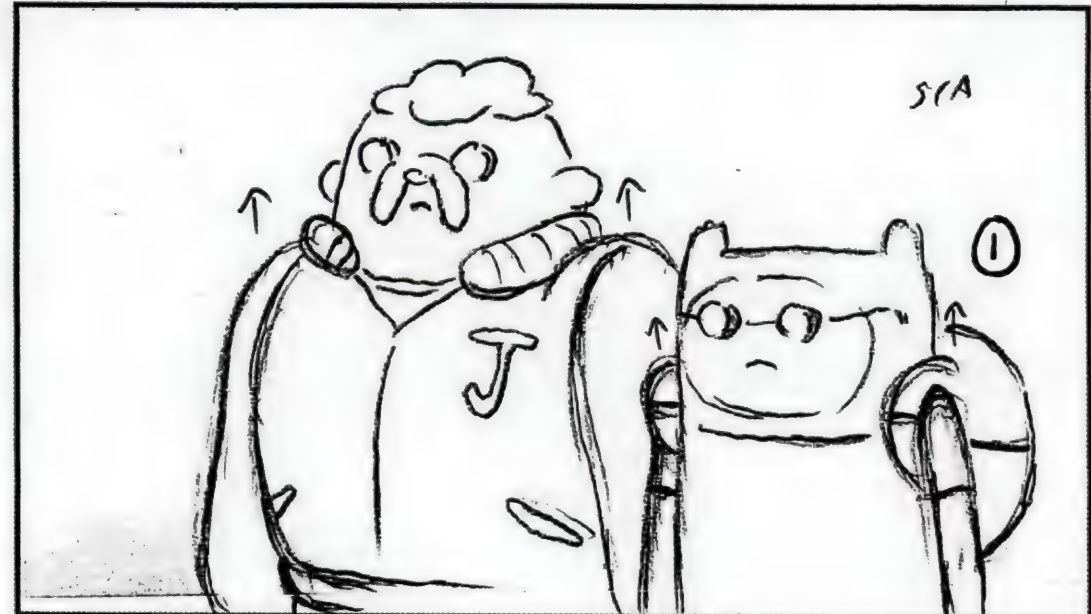
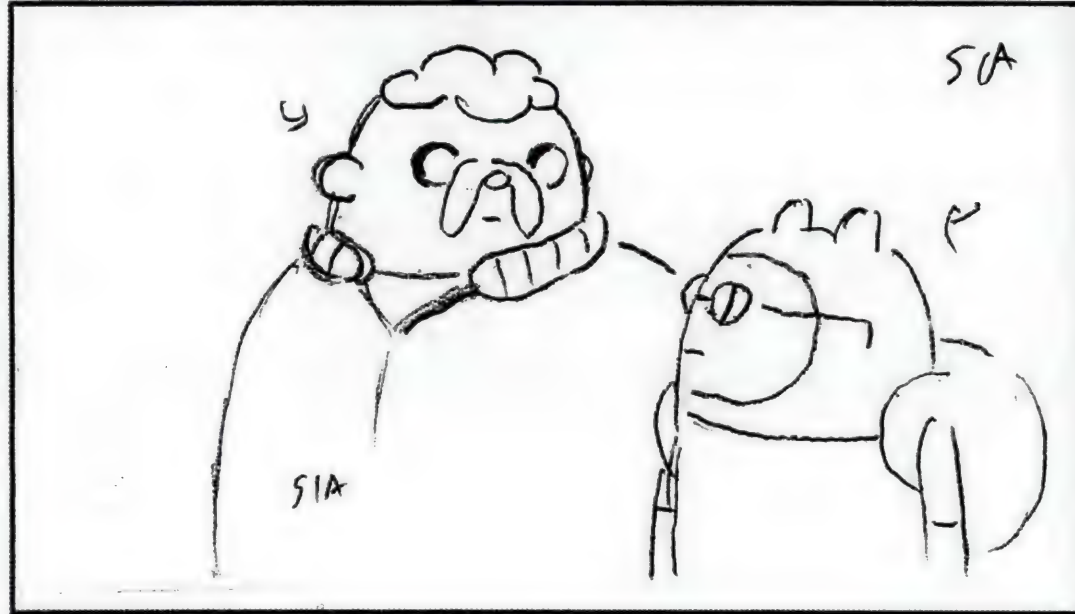
day night

Sc. **85**

Pnl. **C**

Bg.

day night



Dialog:

Action:

- F + J GLANCE AT EACH OTHER

- F + J SHRUG

Timing:



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EPISODE #

1034-230

Production:

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ADVENTURE TIME

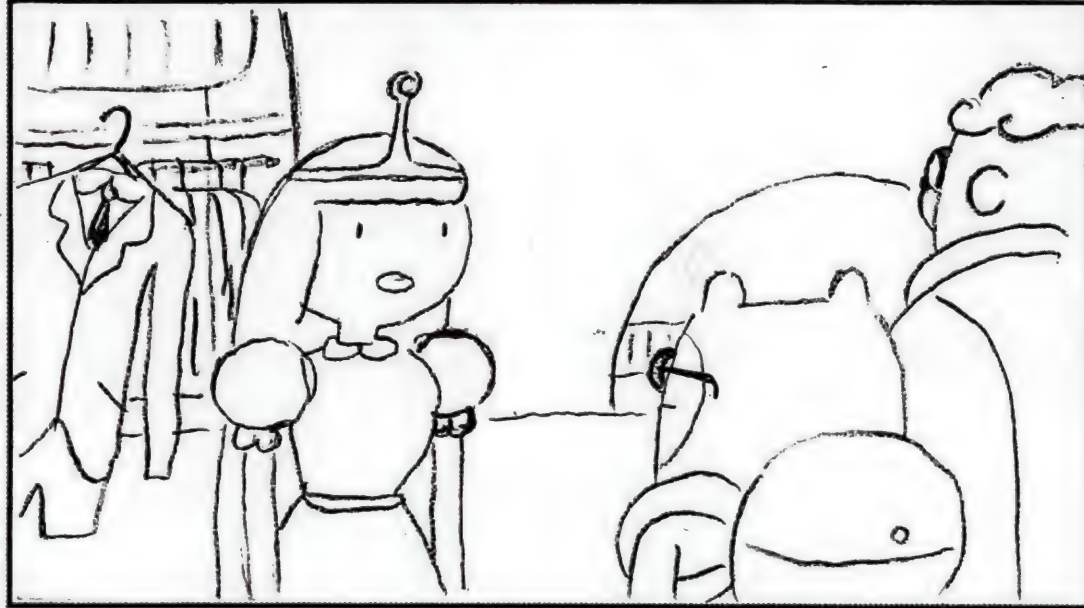


Sc. **86**

Pnl. **A**

Bg.

day night

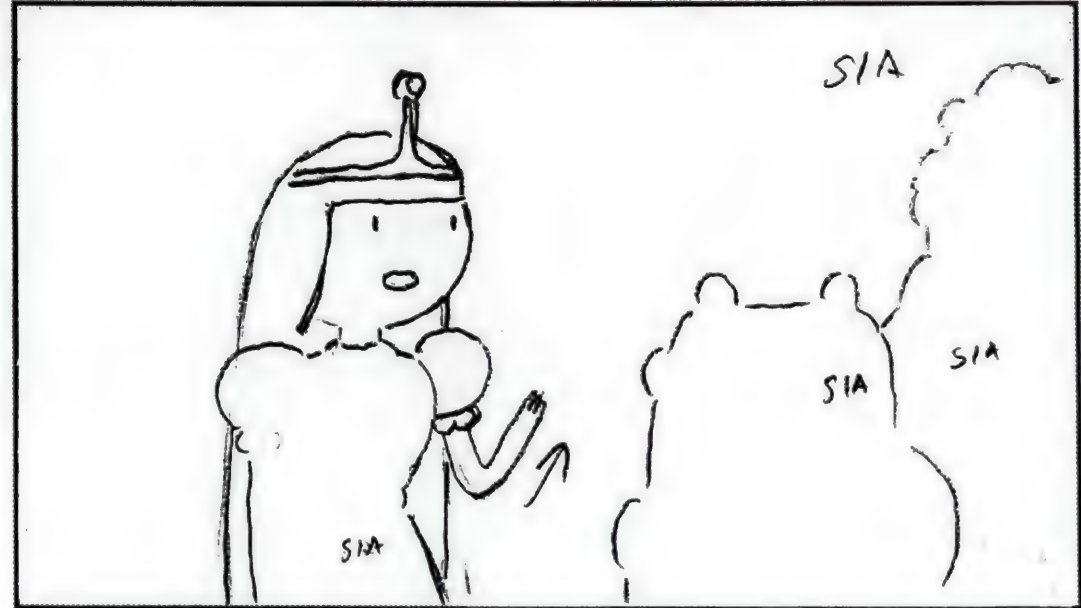


Sc. **86**

Pnl. **B**

Bg.

day night



Page **106**

Dialog:

(PB) ANYWAYS, --

(PB): I'M PREPARING FOR A
VERY IMPORTANT SPEECH ABOUT--

Action:

Timing:

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ADVENTURE TIME



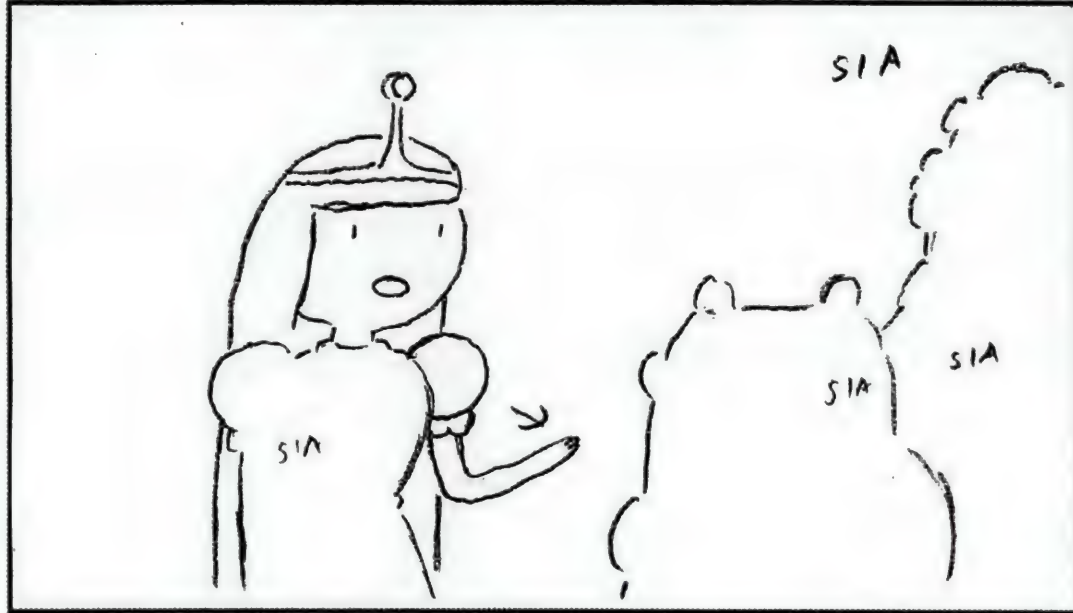
Page **107**

Sc. **86**

Pnl. **C**

Bg.

day night

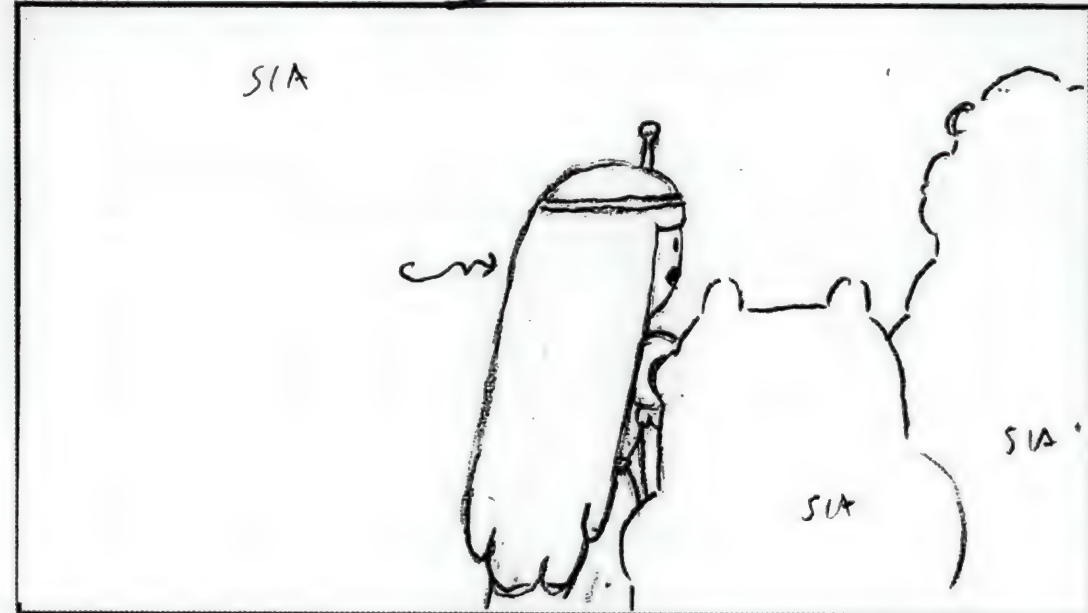


Sc. **86**

Pnl. **D**

Bg.

day night



Dialog:

(PB) THE BENEFITS OF
CANDYING VEGETABLES, -

Action:

(PB) AND I NEED
YOU GUYS TO -

- PB WALKS OFF
WHILE TALKING

Timing:

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ADVENTURE TIME

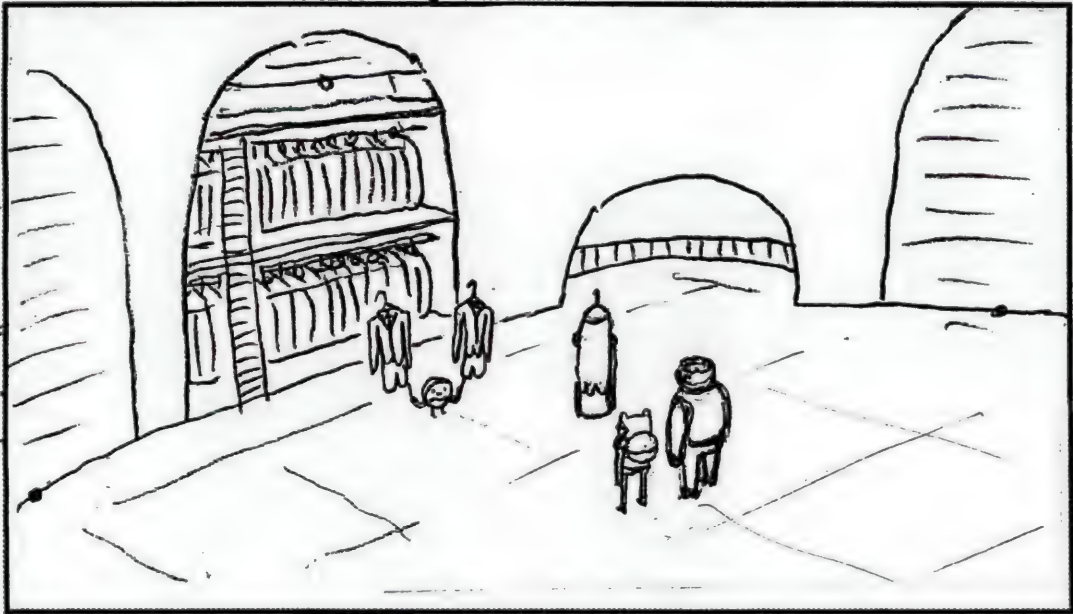


Sc. 87

Pnl. A

Bg.

day night

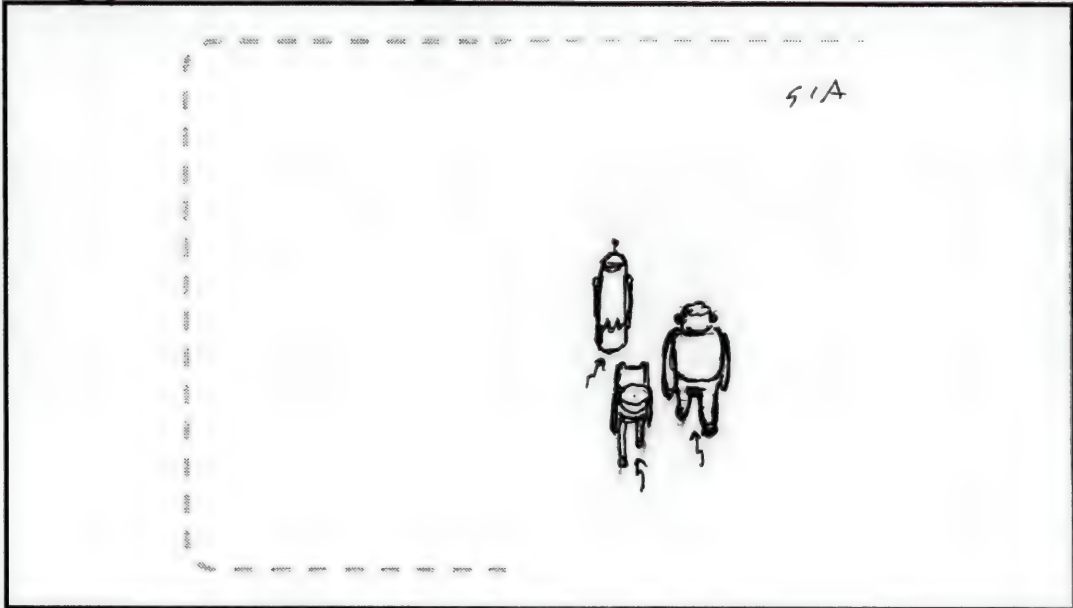


Sc. 87

Pnl. B

Bg.

day night



Dialog:

PB: TAKE CARE OOOFFFFF —
(STRETCHES OUT WORD)

Action:

-PB LEADS F+J TOWARD BALCONY.

Timing:

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Production:

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ADVENTURE TIME



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Sc. **88**

Pnl. **A**

Bg.

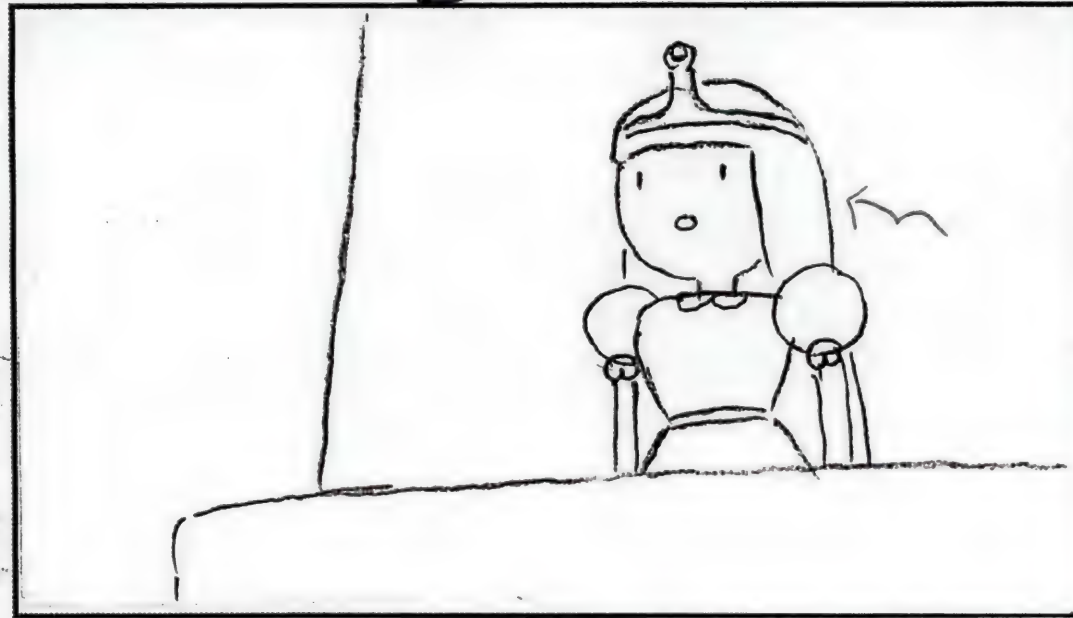
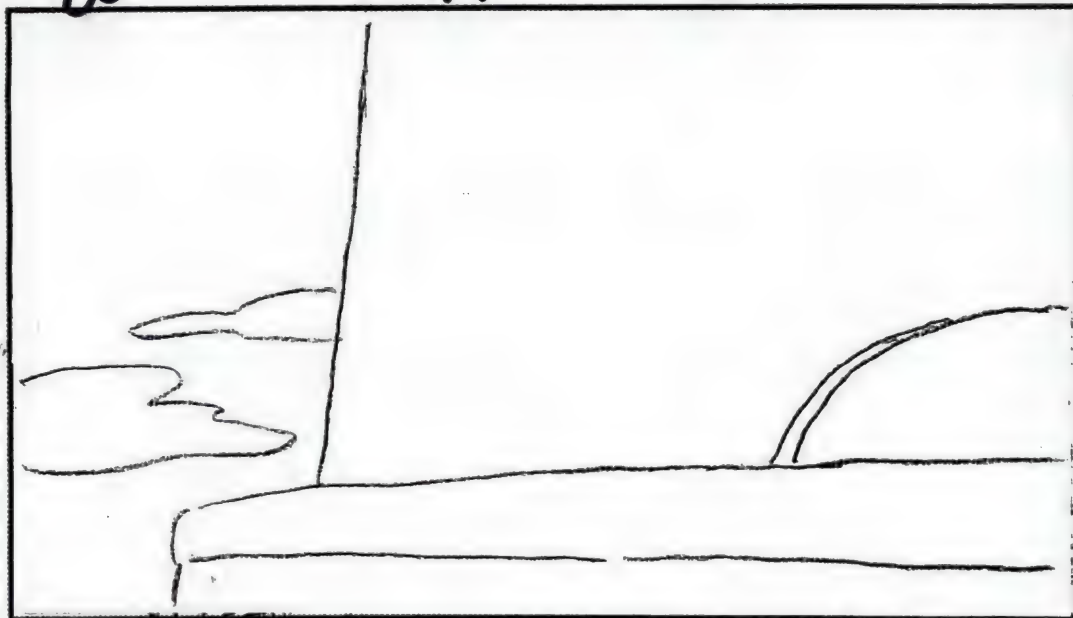
day night

Sc. **88**

Pnl. **B**

Bg.

day night



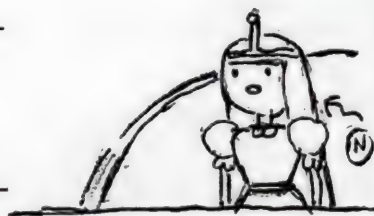
EPISODE #
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Dialog:

PB (cont.)/ offfffff --- (stretched)

Action:

- PB WALKS OUT ONTO
BALCONY



- F+J FOLLOW
PB ONTO
BALCONY



Timing:

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ADVENTURE TIME



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Sc. 88

Pnl. C

Bg.

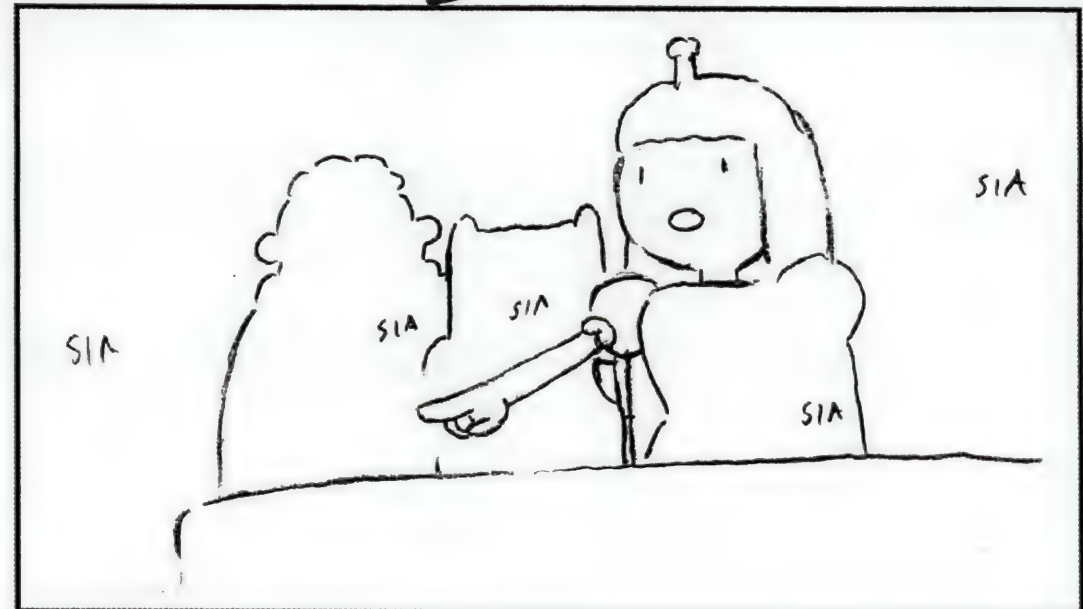
day night

Sc. 88

Pnl. D

Bg.

day night



Dialog:

(PB) THAT.

Action:

- F + J STOP NEXT TO PB

- PB POINTS

Timing:

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ADVENTURE TIME



Page 111
day night

Sc. 89

Pnl. A

Bg.

day night

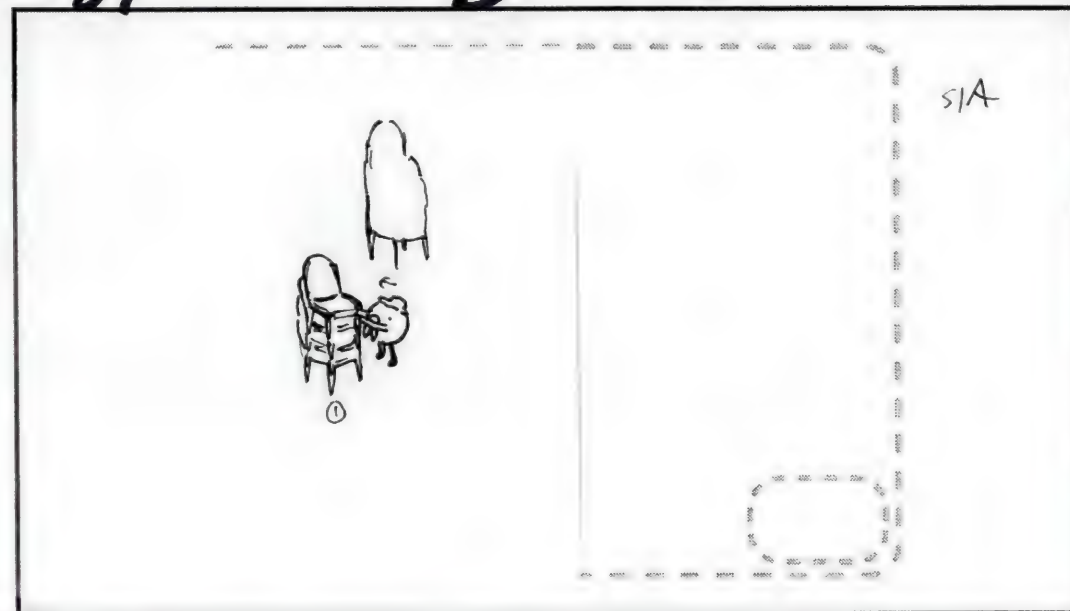


Sc. 89

Pnl. B

Bg.

day night



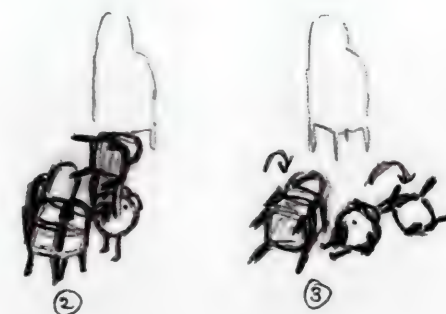
EPISODE # 1034-230

Dialog:

Action:

- STARCHY ~~LIFTS~~ CHAIR OFF STACK
- STARCHY FALLS DOWN, DROPS CHAIR
- STARK FALLS OVER

Timing:



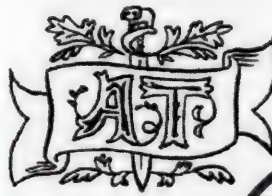
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ADVENTURE TIME

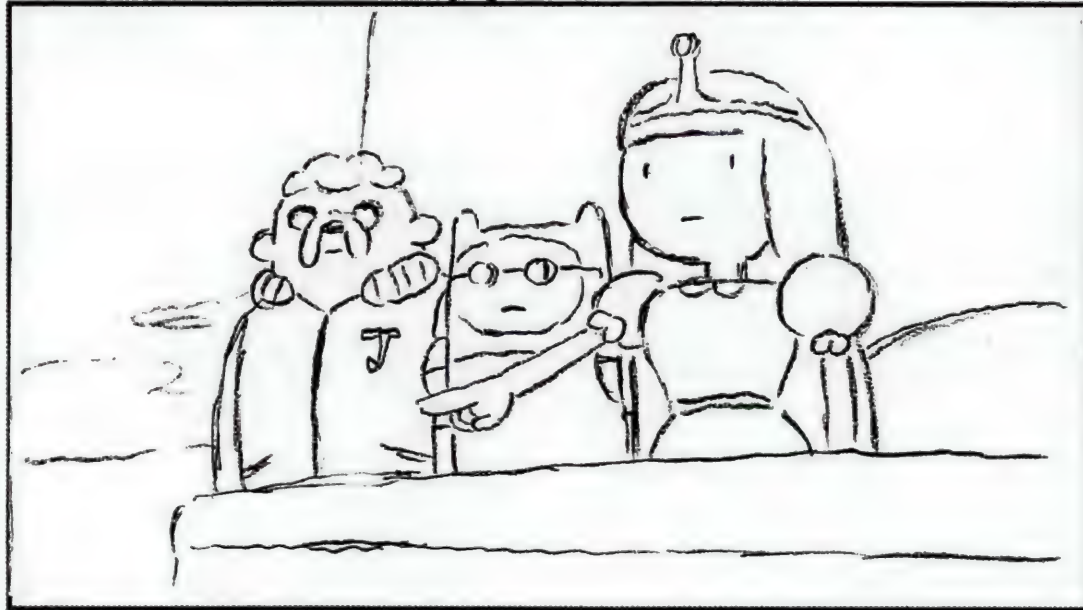


Sc. **90**

Pnl. **A**

Bg.

day night

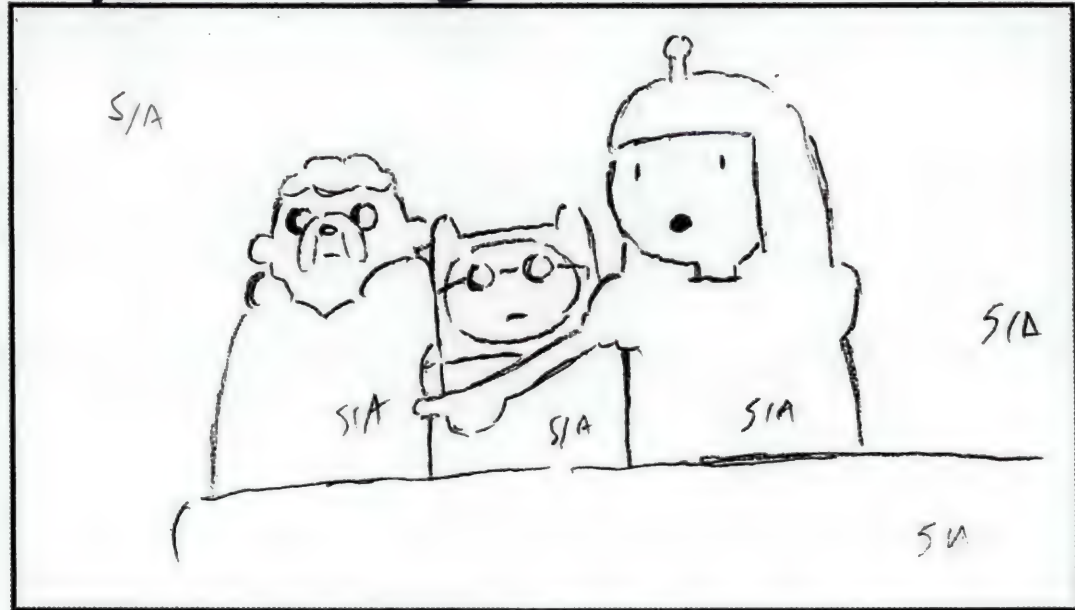


Sc. **90**

Pnl. **B**

Bg.

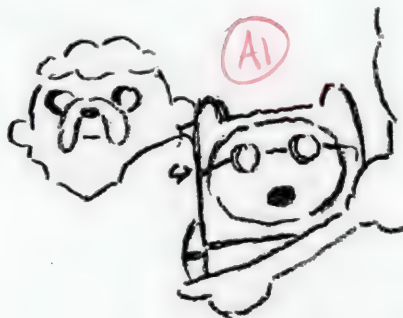
day night



Dialog: **(F)** HELP STARCHY SET UP CHAIRS?

Action:

Timing:



(PB) NO NO NO,

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Production:

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ADVENTURE TIME



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Sc. **90**

Pnl. **C**

Bg.

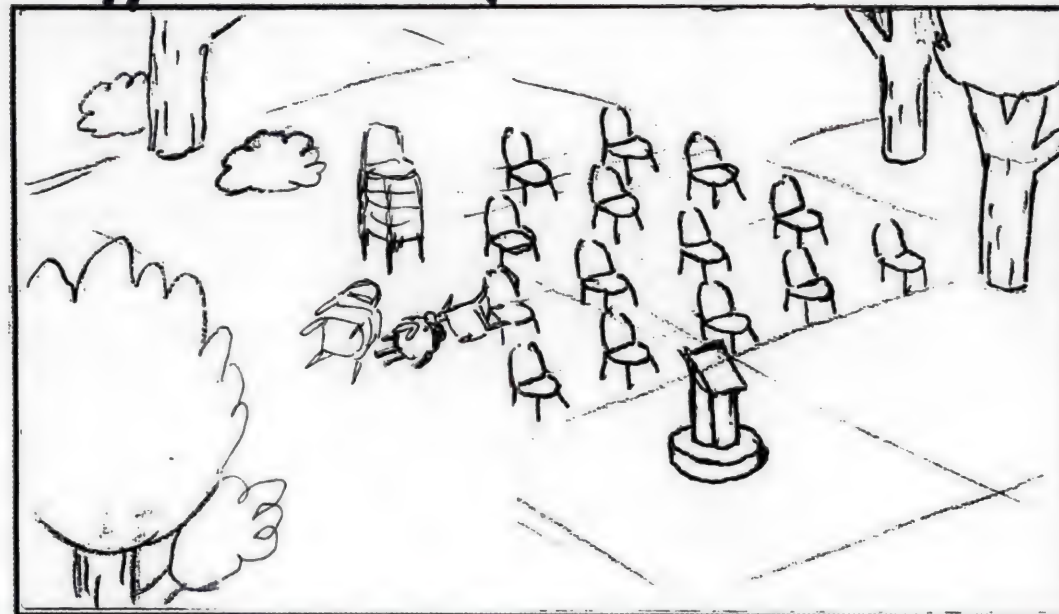
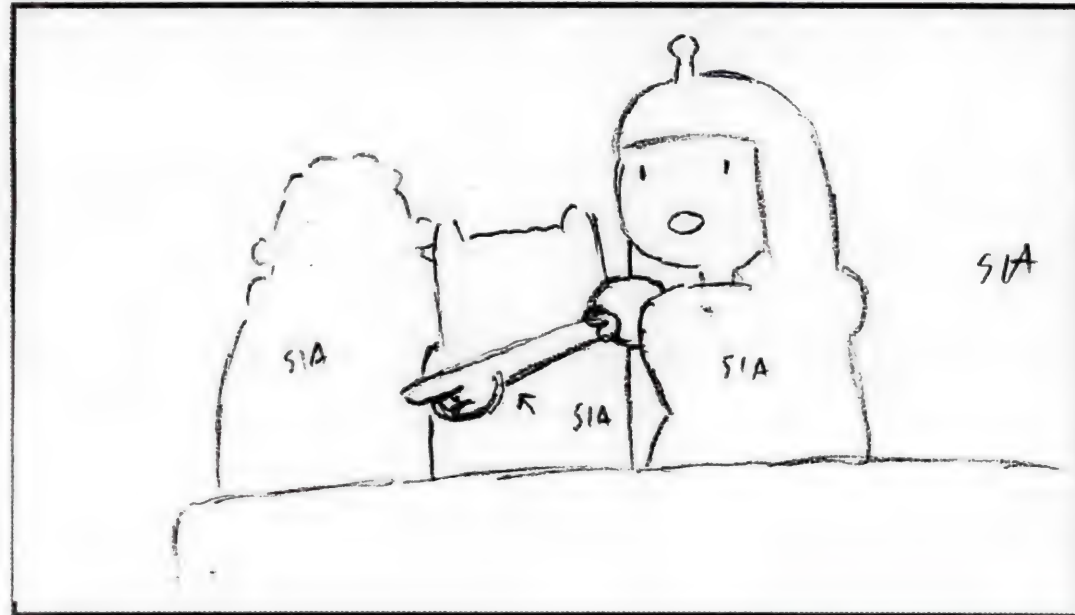
day night

Sc. **91**

Pnl. **A**

Bg.

day night



Dialog: **PB: THAT.**

Action: **- PB RAISES ARM. SUGAR**

Timing:



-F+J TILT HEADS UP.

AUG 14 2015

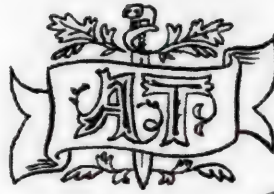
EPISODE # 1034-230

Production:

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ADVENTURE TIME



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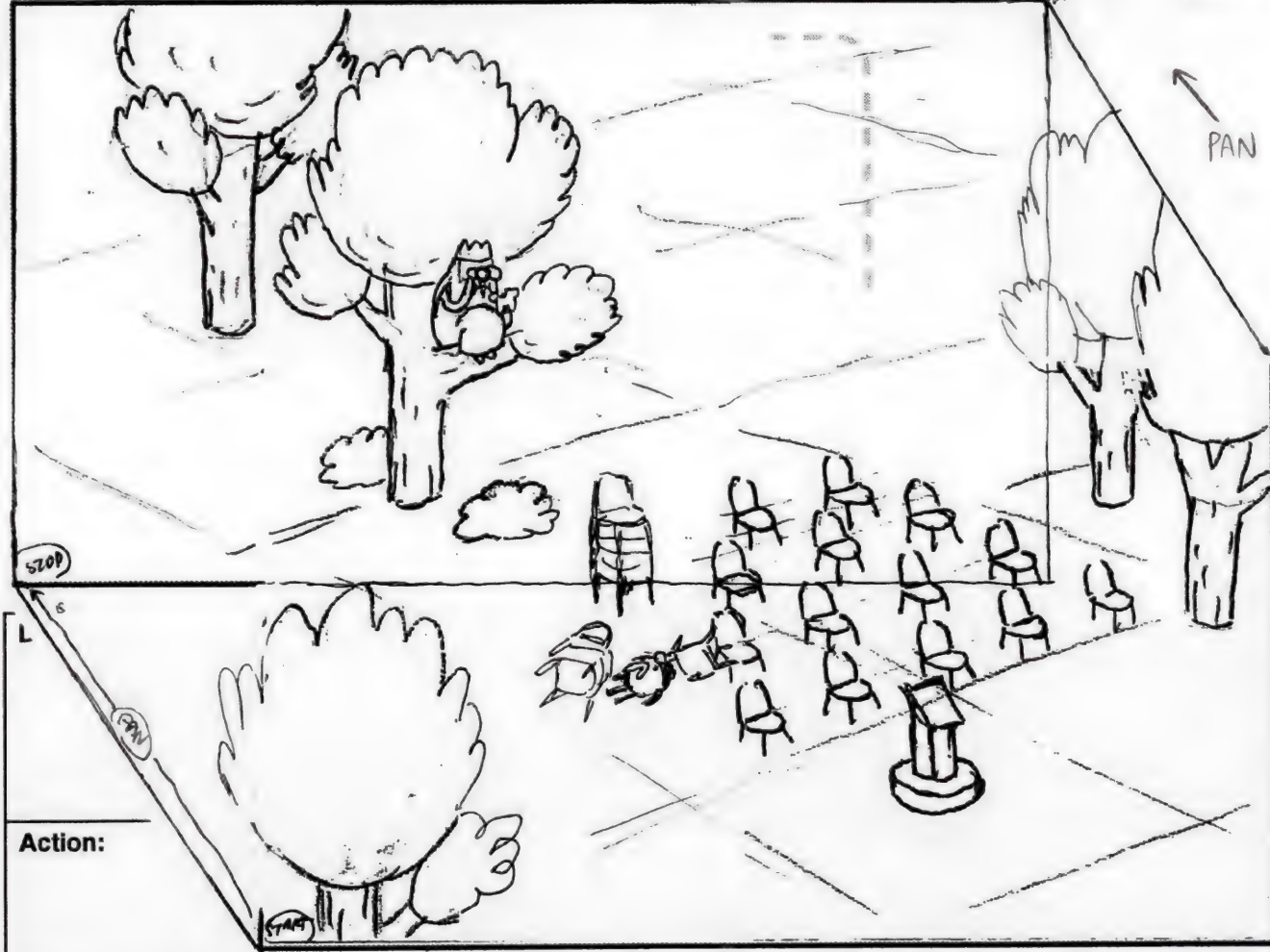
Sc. **91**

Pnl. **B**

Bg.

day night

STOP



START

Action:

Timing:

- PAN UP TO IK IN TREE W/ BINOCULARS
EATING SANDWICH

AUG 14 2015

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Production:

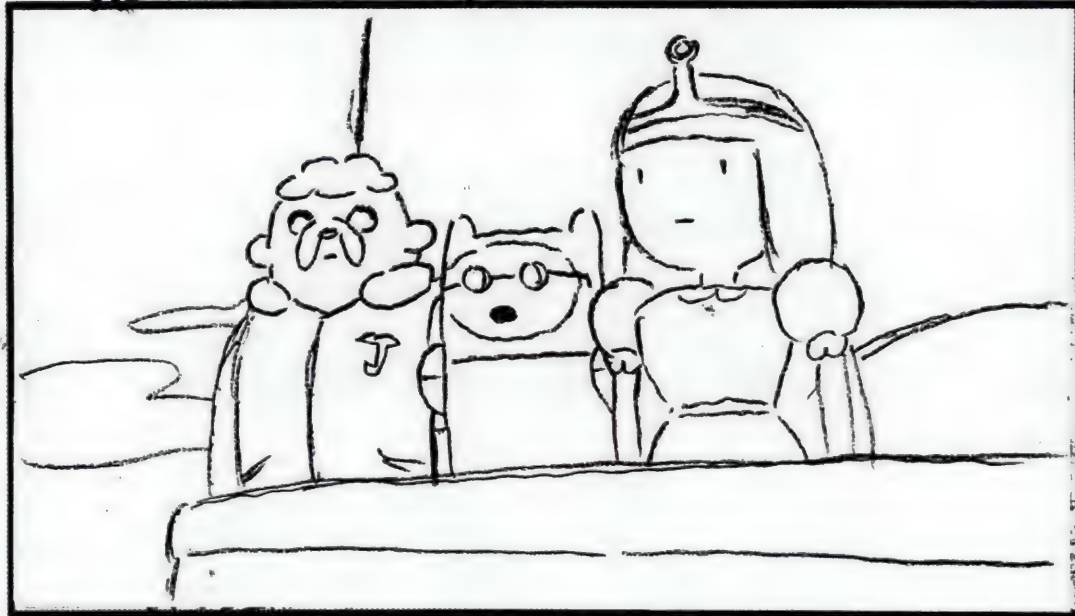
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ADVENTURE TIME

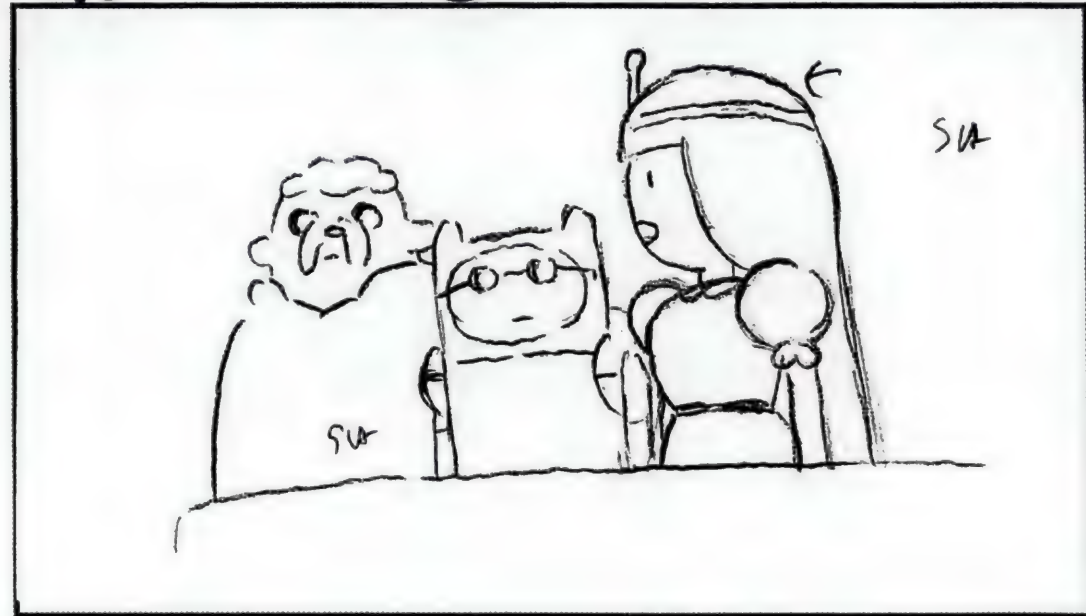


Page 115

Sc. 92 Pnl. A Bg. day night



Sc. 92 Pnl. B Bg. day night



Dialog:

Ⓕ NO, BOY. WERE ON IT, PRINCESS.

⒫ IT'S PROBABLY NOTHING. HE'S BEEN GOOD LATELY... BUT--

Action:

Timing:

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Production:

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ADVENTURE TIME



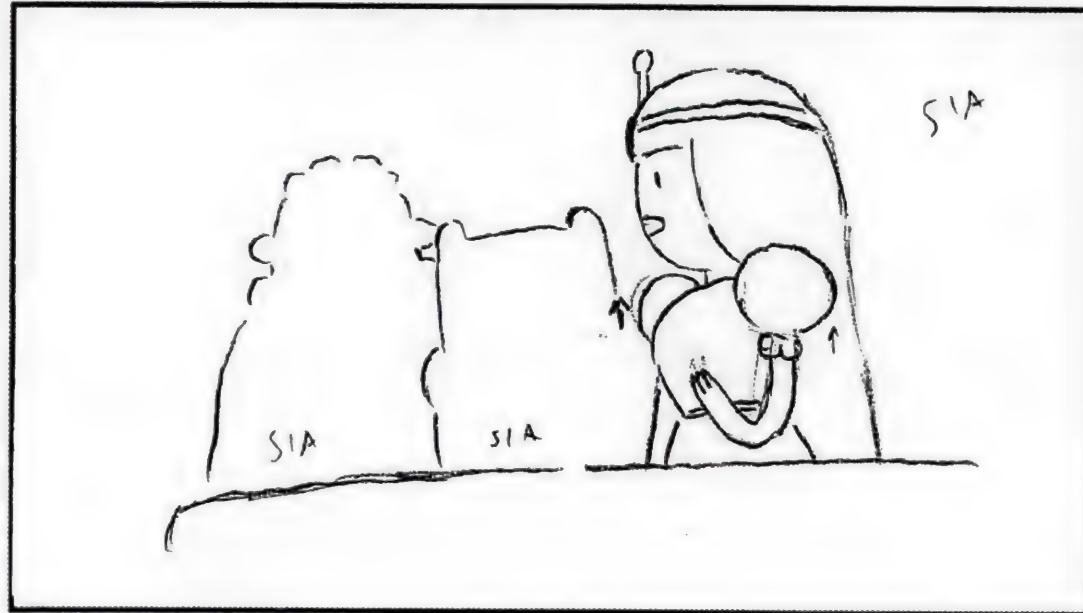
Page **116**

Sc. **92**

Pnl. **C**

Bg.

day night

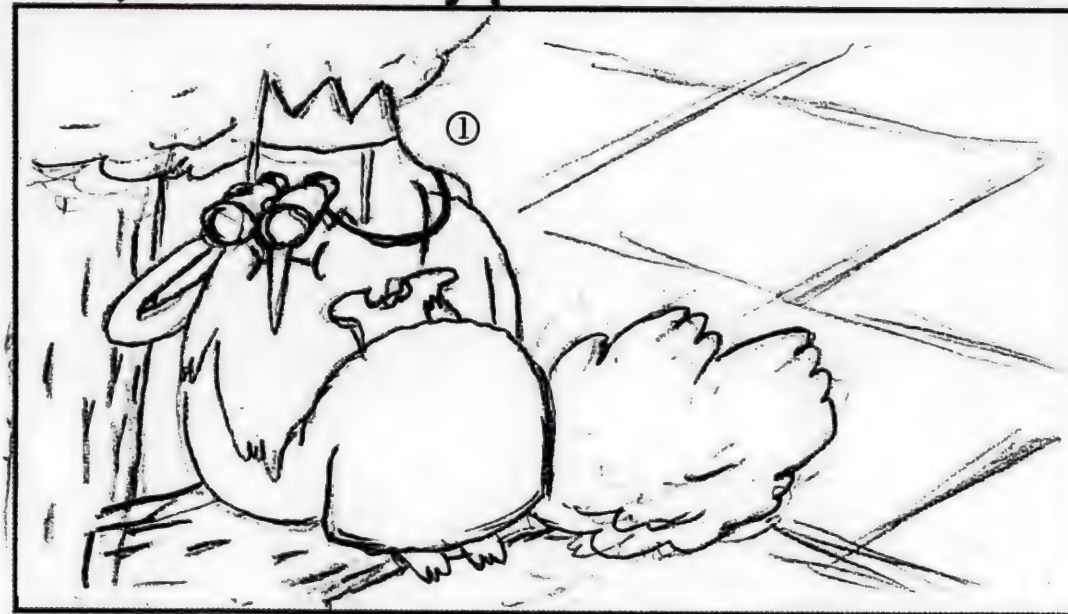


Sc. **93**

Pnl. **A**

Bg.

day night



Dialog:

(PG) IT'S A BIG SPEECH,
YOU KNOW...

(IK) [CHEWING]

Action:

- IK CHewing

Timing:



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Production:

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ADVENTURE TIME



Page 117

Sc. 93

Pnl. B

Bg.

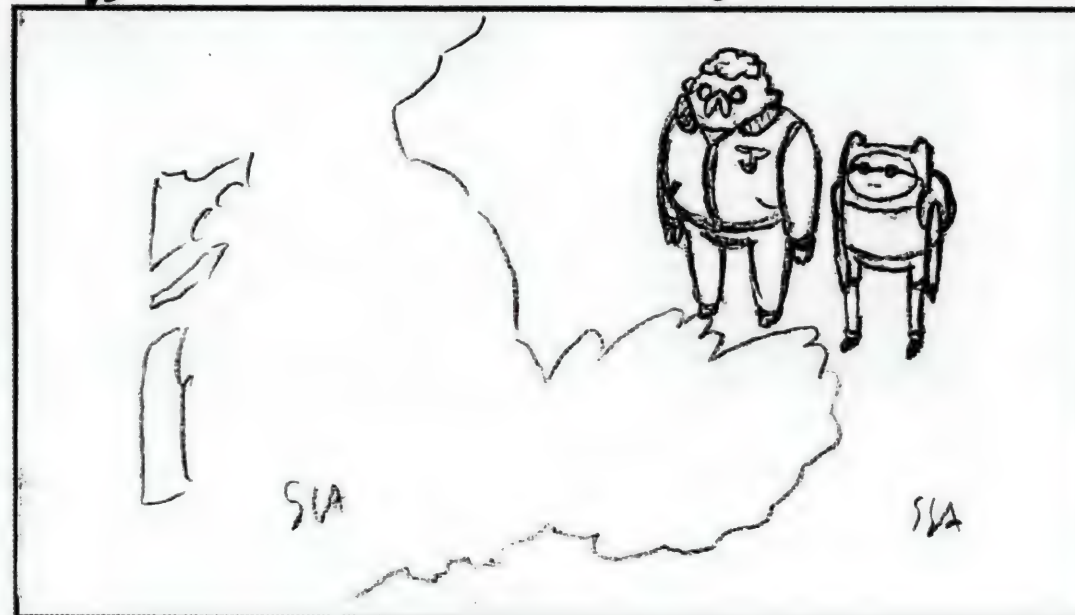
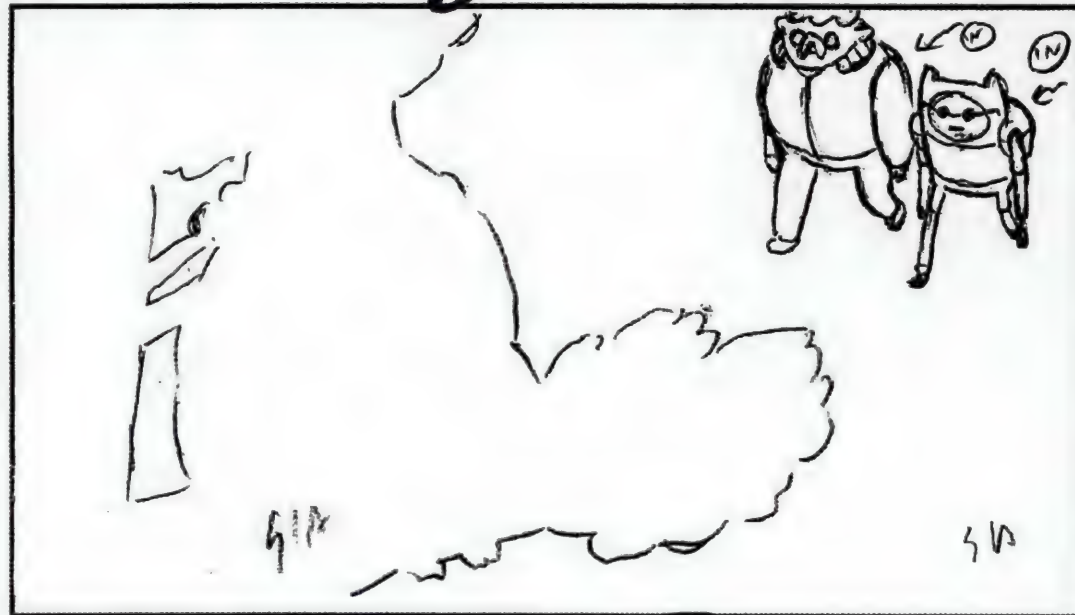
day night

Sc. 93

Pnl. C

Bg.

day night



Dialog:

Action:

-F+J WALK ON/S.

Timing:

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EPISODE #

Production:

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Page 118

Sc. 93

Pnl. D

Bg.

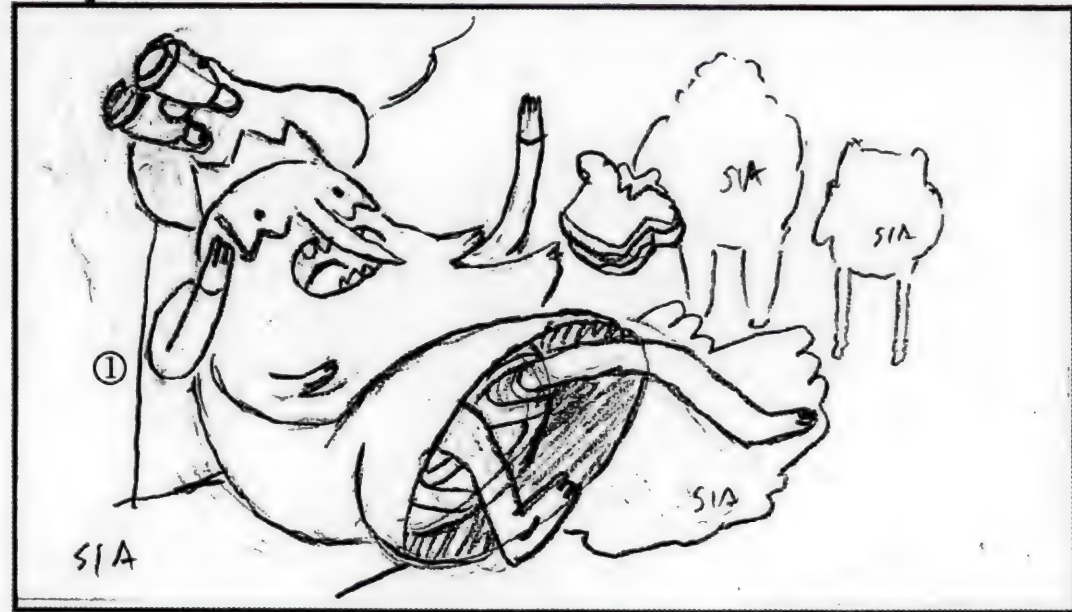
day night

Sc. 93

Pnl. E

Bg.

day night



EPISODE # 1034-230

Dialog:

⑤: ⑤: HEY, ICE KING —

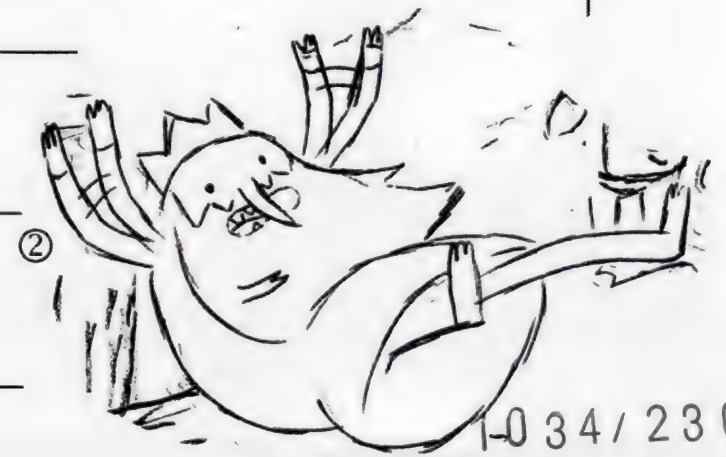
⑩ WAAH!!

AUG 14 2015

Action:

- IK REACTS W/ A START
AND FALLS BACK.

Timing:



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ADVENTURE TIME



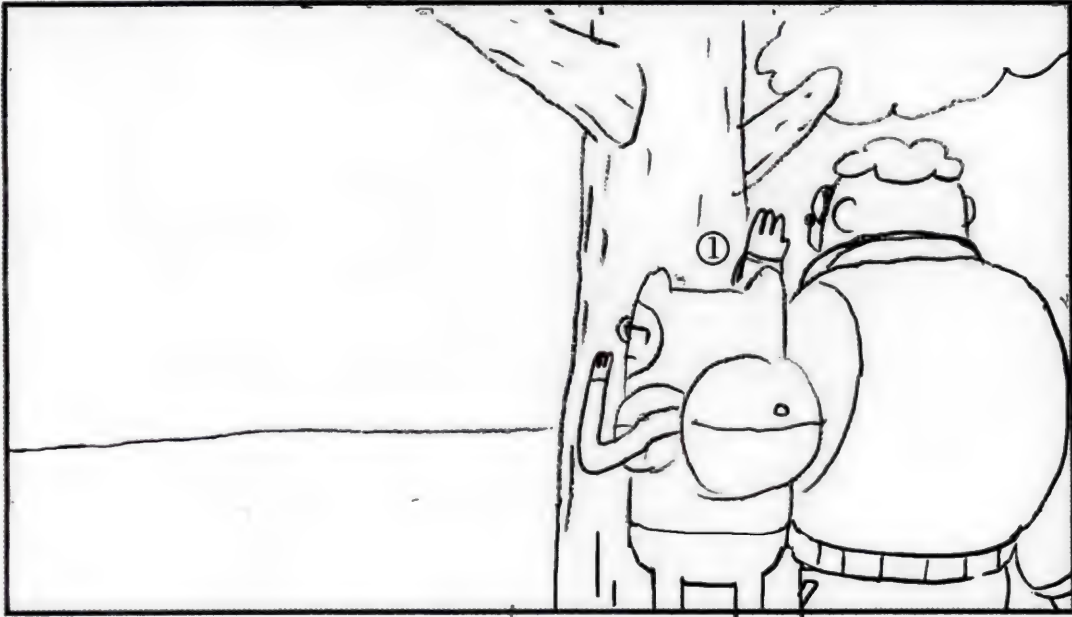
Page **119**

Sc. **94**

Pnl. **A**

Bg.

day night

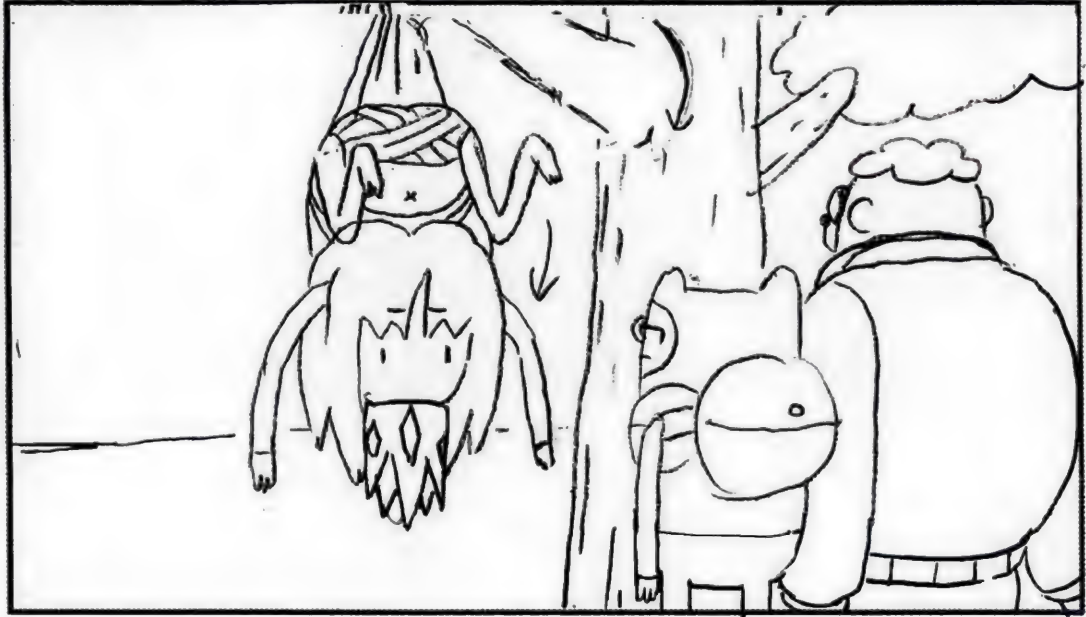


Sc. **94**

Pnl. **B**

Bg.

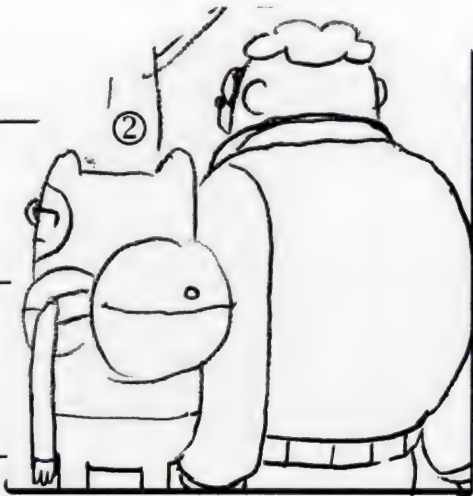
day night



Dialog:

Action:

Timing:



- IK FALLS ONIS AND
SNAGS ON BRANCH.

AUG 14 2015

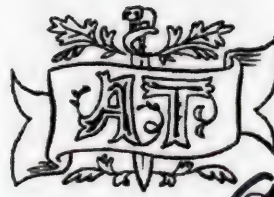
EPISODE #

1034-230

Production:

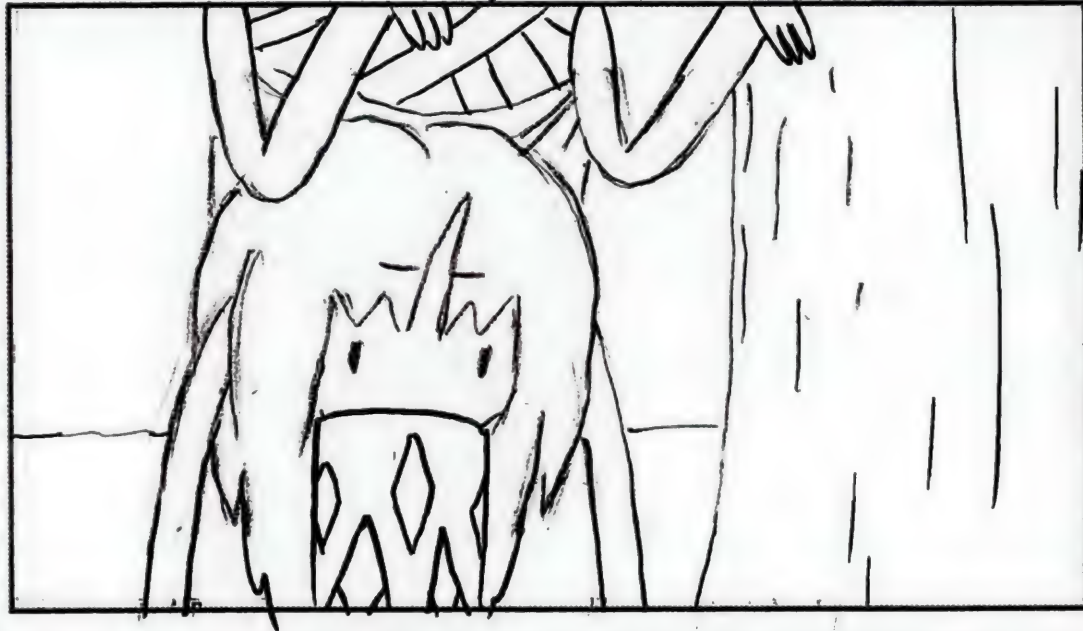
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ADVENTURE TIME

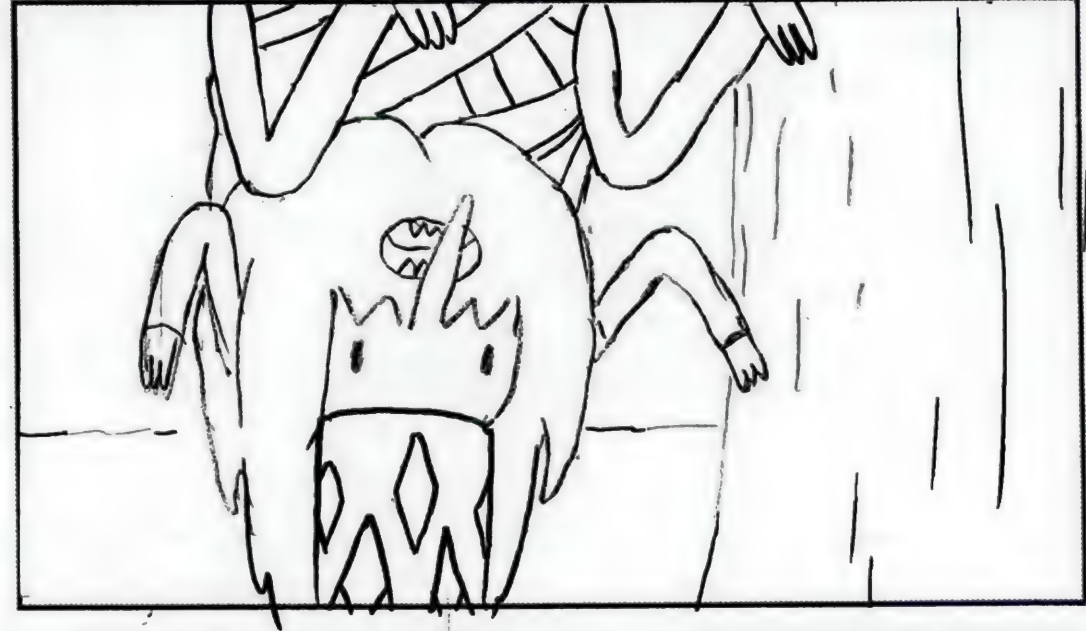


Page **120**

Sc. **95** Pnl. **A** Bg. day night



Sc. **95** Pnl. **B** Bg. day night



Dialog:

(K) I'M NOT DOING ANYTHING
WRONG. I WAS JUST
LADY-WATCHIN !

Action:

Timing:

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Production:

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UCB
PAPA
w/Action

Sc. 95 Pnl. C Bg. day night



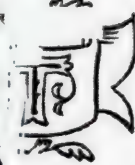
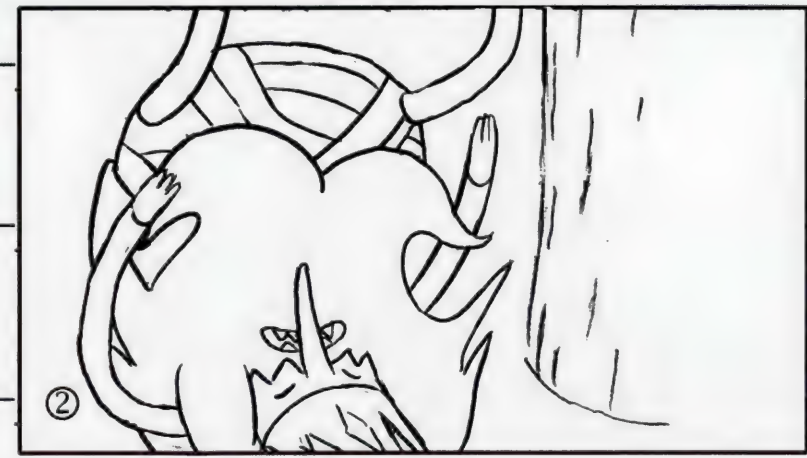
Dialog

SFX: *SNAP*

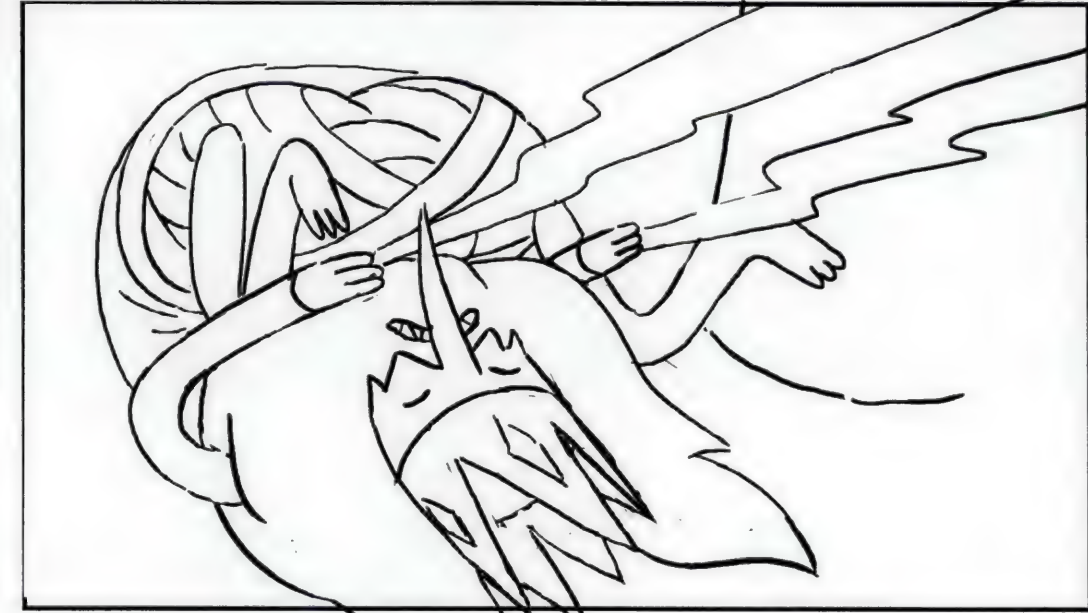
CAM ADJ

B
C
D

Timing: ↓



Sc. 95 Pnl. D Bg. day night



(IK): OOF! SFX: *ZZAP!* *

-IK HITS THE GROUND
-ICE BEAMS SHOOT OUT OF IK'S HANDS

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Page 121
NO PG 122
day night

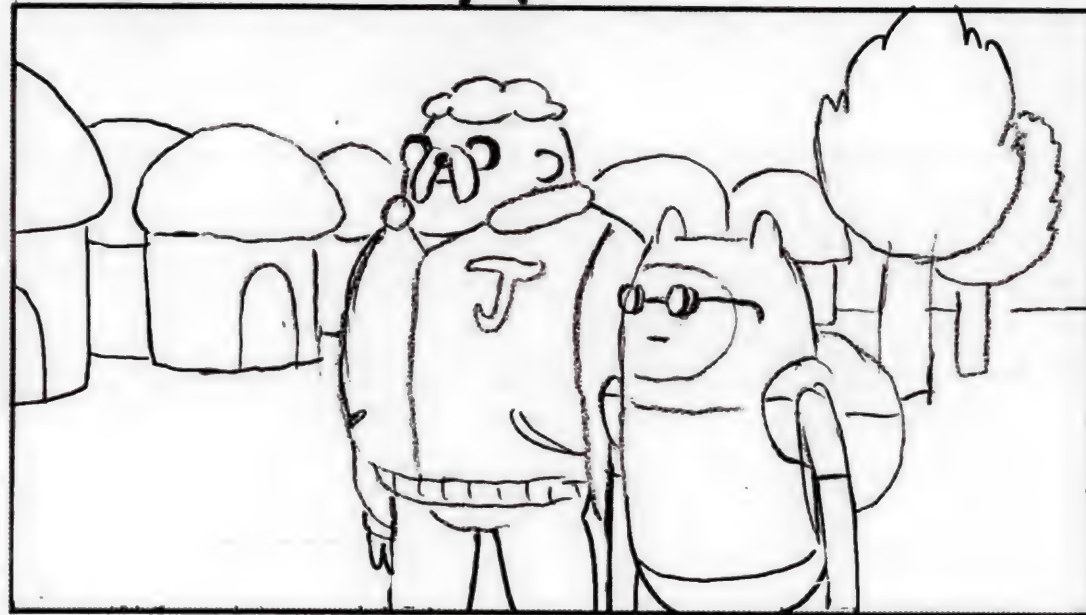
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Production:

ADVENTURE TIME



Sc. **96** Pnl. **A** Bg. day night



Sc. **96** Pnl. **B** Bg. day night



Page **123**
123A NEXT

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Dialog:

SFX:
ZAP!

(F) [IMPACT]

Action:

- JAKE DODGES ICE BEAM
- 2ND ICE BEAM HITS FINN'S GLASSES OFF, THEY FLY OFF

Timing:

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ADVENTURE TIME



Sc. 96

Pnl. C

Bg.

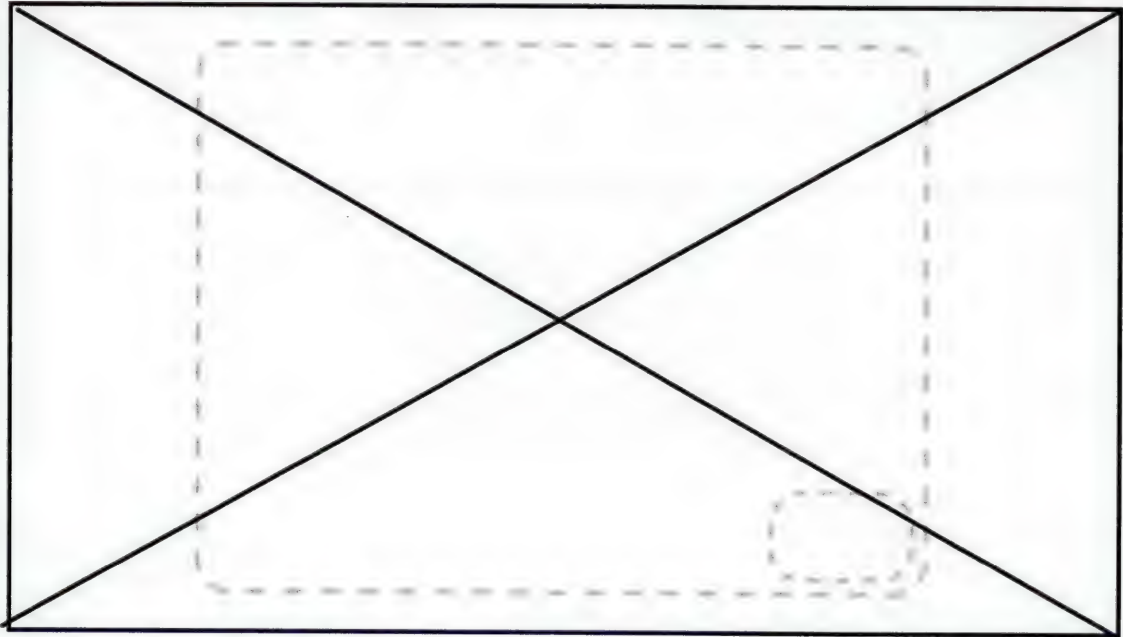
day night



Sc.

Pnl.

Bg.



Dialog:
Action:
Timing:

AUG 14 2015

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Production:

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ADVENTURE TIME

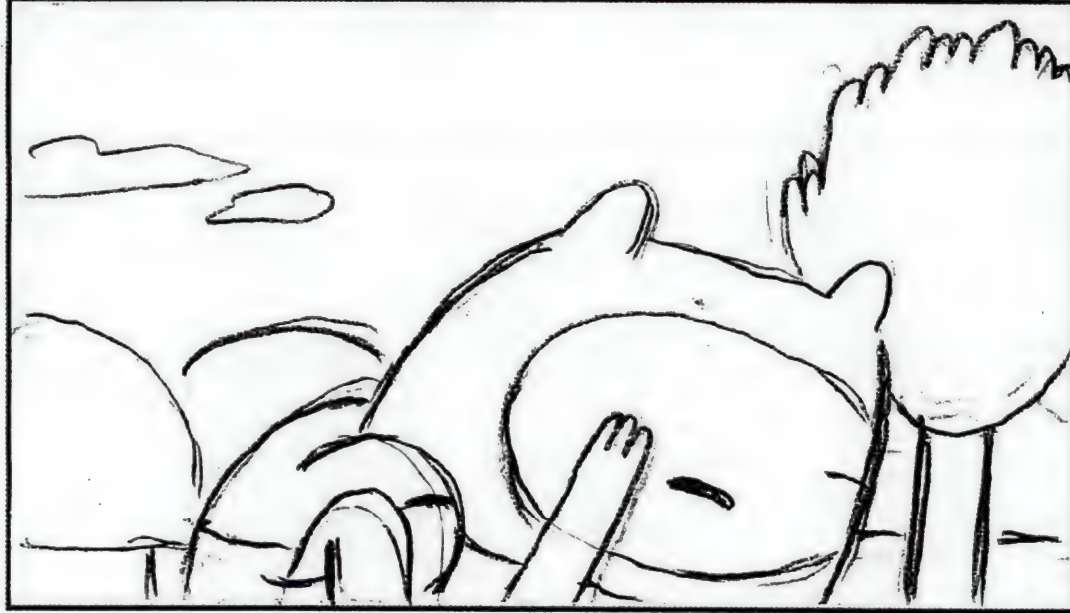


Sc. **97**

Pnl. **A**

Bg.

day night

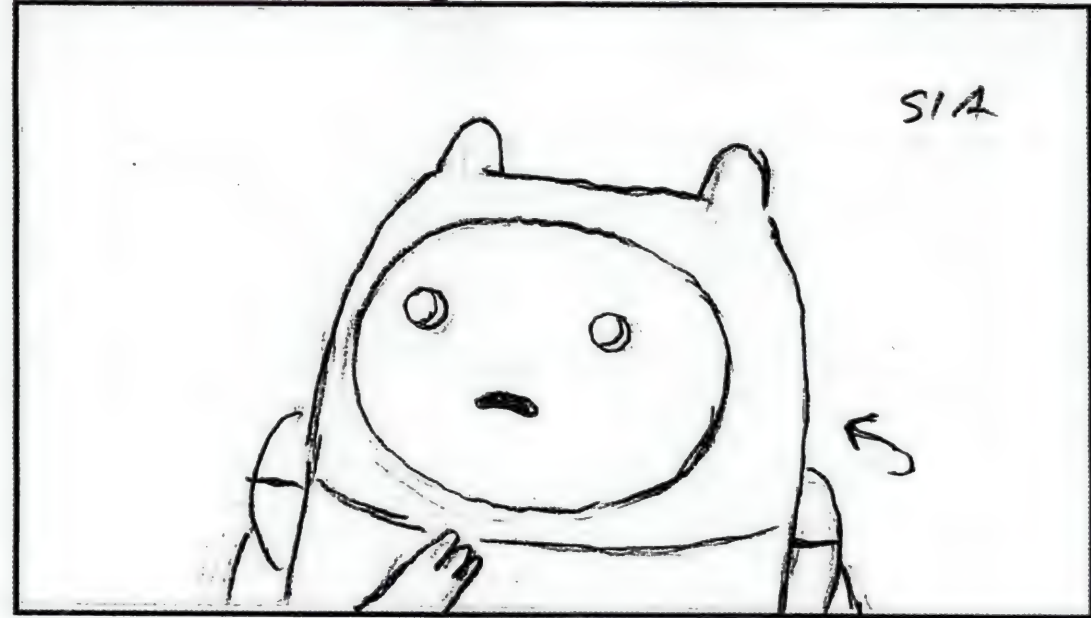


Sc. **97**

Pnl. **B**

Bg.

Page **124**
day night



Dialog:

F: (SMALL) OH NO,

Action:

-F. LOOKS UP.

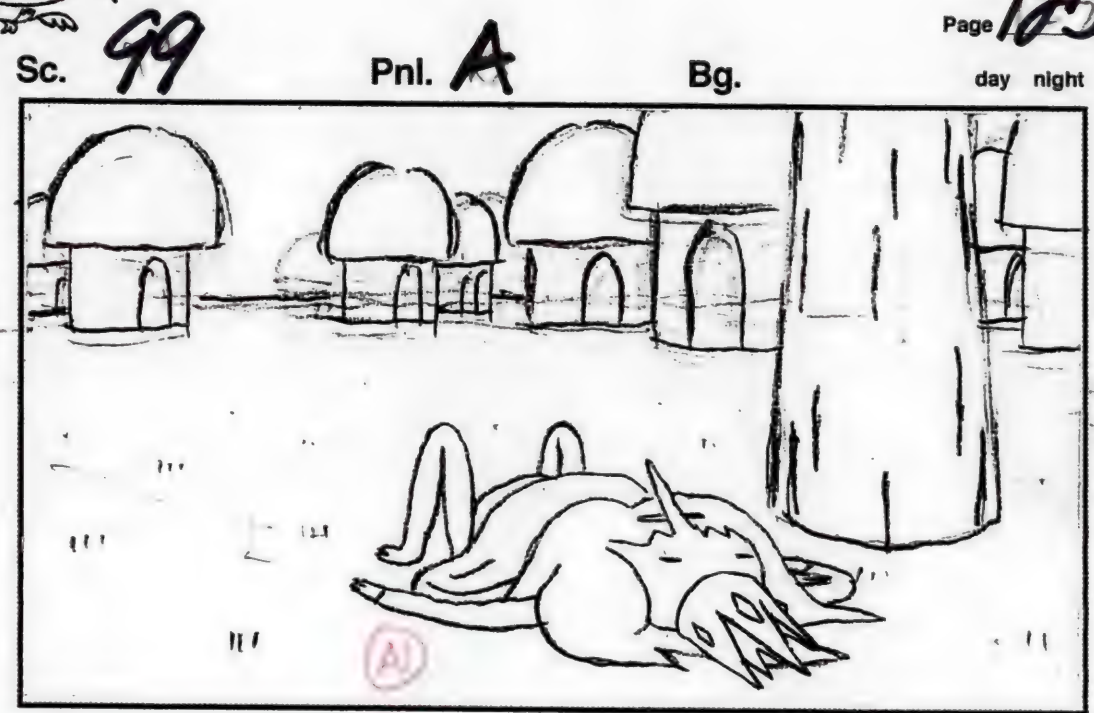
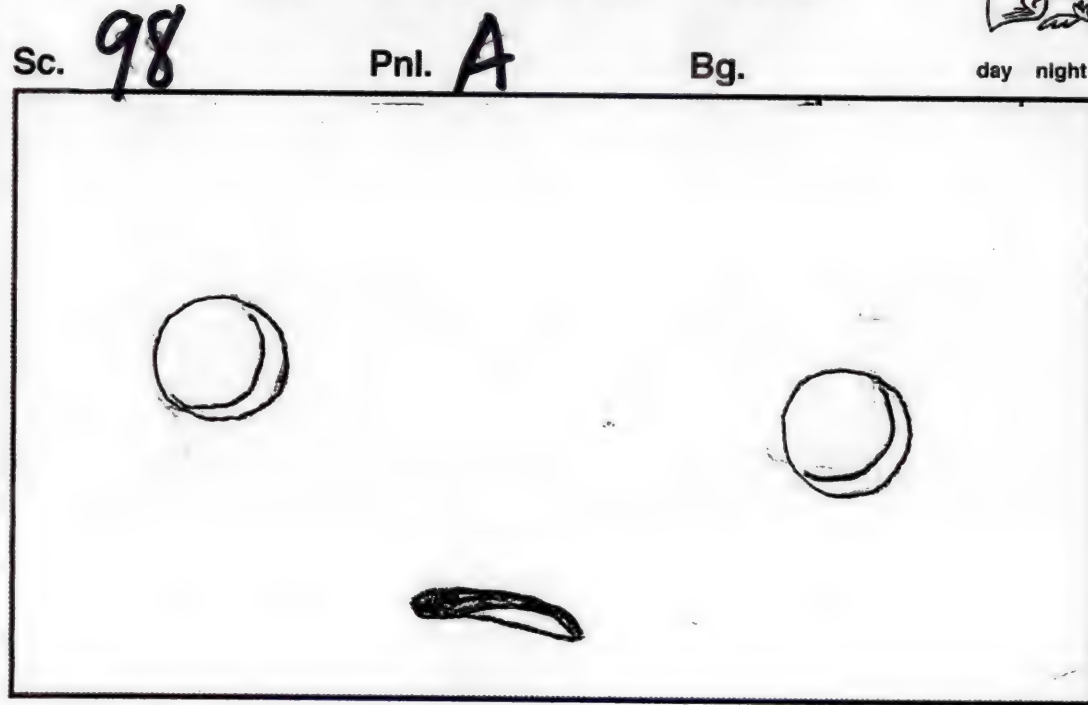
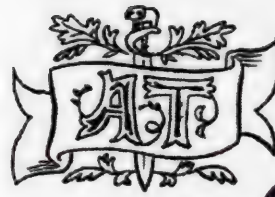
Timing:

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Production:

ADVENTURE TIME



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day night

Dialog: F/ "Oh no..."

SFX: * SHYUUU *

Action:

-IK SITS UP

Timing:



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ADVENTURE TIME



Sc. **99**

Pnl. **B**

Bg.

day night



Sc. **99**

Pnl. **C**

Bg.

day night



Page **126**

Dialog:

Action:

— IK MORPHS INTO SIMON FORM

— IK ROLLS OVER TO GET ON HIS FEET
— ADT LEFT W/ IK

Timing:

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EPISODE # 1034-230

Production:

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1034/230

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ADVENTURE TIME



Sc. 99

Pnl. D

Bg.

day night

Sc. 99

Pnl. E

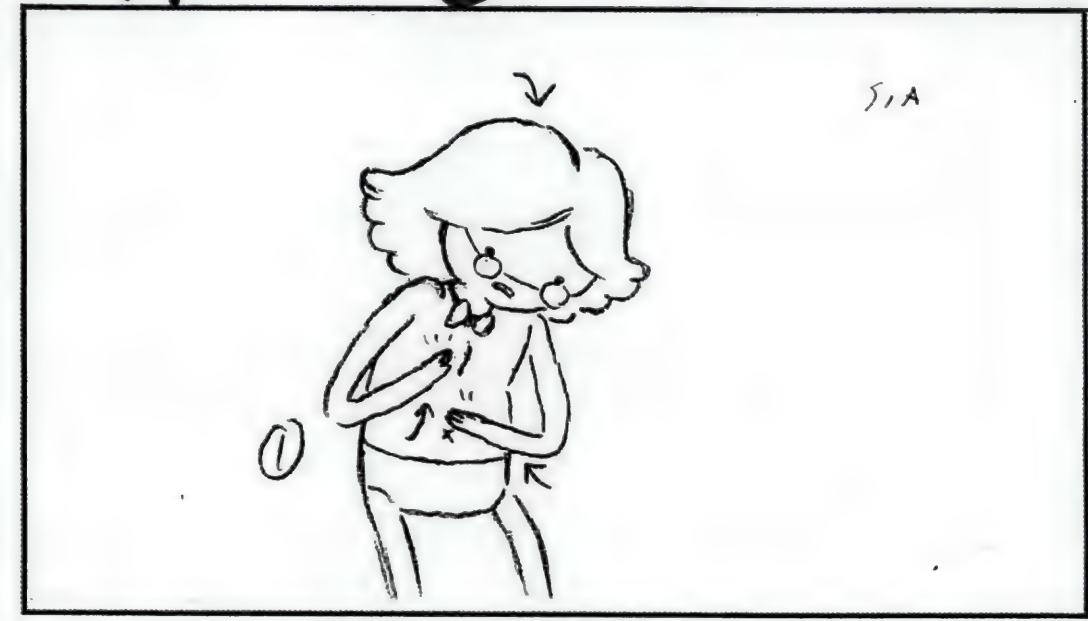
Bg.

Page 127
day night



ACTION: - BK SCANDS UP - ADJ W/ IK

Timing:



- IK PATS HIS STOMACH/CHEST (ONCE)
- PATS ARMS (ONCE)



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ADVENTURE TIME



Sc. **99**

Pnl. **F**

Bg.

day night

Sc. **100**

Pnl. **A**

Bg.

day night



Dialog:

(ICE KING VOICE)
(IK) WHERE'D MY MUSCLES GO?

(IK) I'M A SLAWNY-ARMED LOSER!

Action:

- IK NEWS HIS ARMS

Timing:

AUG 14 2015

(AZ)



EPISODE # 1034-230

ADVENTURE TIME



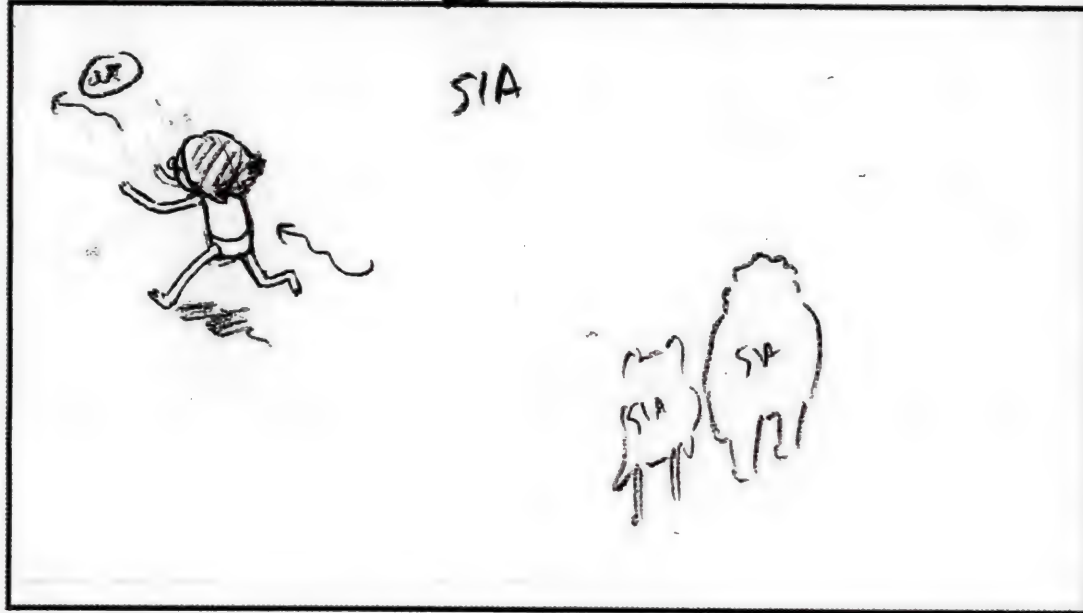
Page **129**
day night

Sc. 100

Pnl. **B**

Bg.

day night

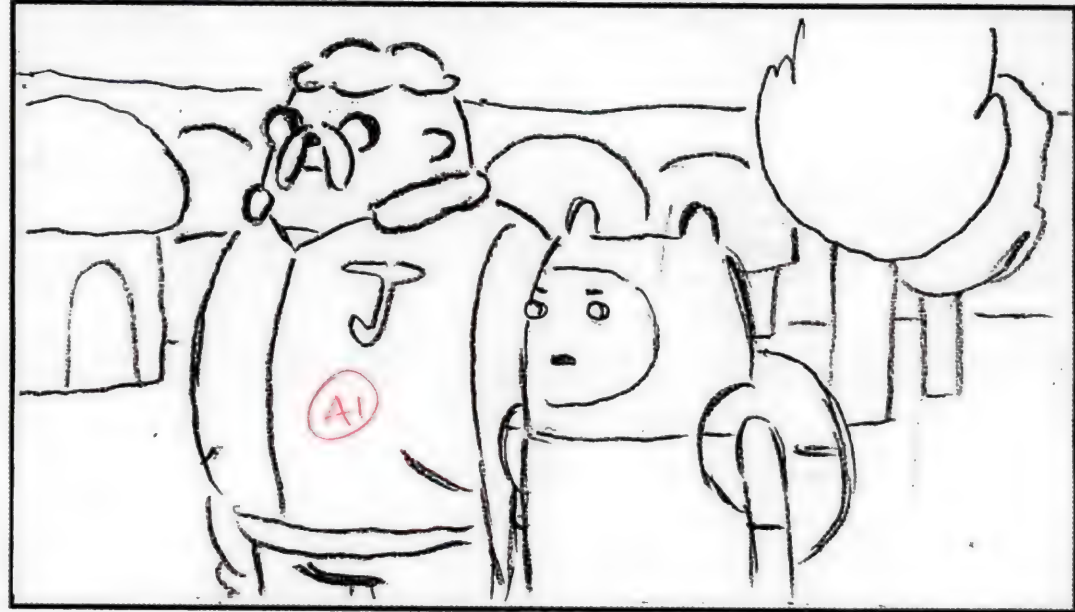


Sc. **101**

Pnl. **A**

Bg.

day night



Dialog:

(IK) (SOB)

⑤: THAT'S HOW YOU SEE HIM?

Action:

- IK RUNS AWAY

Timing:



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Prod.

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ADVENTURE TIME



Page 130

Sc. 101

Pnl. B

Bg.

day night



Sc. 101

Pnl. C

Bg.

day night



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1034-230

Dialog:

① THAT'S BEAUTIFUL...

② SURE... I- I mean, IT'S HARD
NOT TO SOMETIMES...

③ WHERE'D THOSE GLASSES GO.

Action:

Timing:



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ADVENTURE TIME



Sc. **101**

Pnl. **D**

Bg.

day night

Sc. **101**

Pnl. **E**

Bg.

Page **131**
day night



Dialog:

③ THERE!

Action:

- J. LOOKS RIGHT

- J POINTS TO OFF/S

Timing:

AUG 14 2015

EPISODE #

Production:

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1034/230

1034/230

ADVENTURE TIME



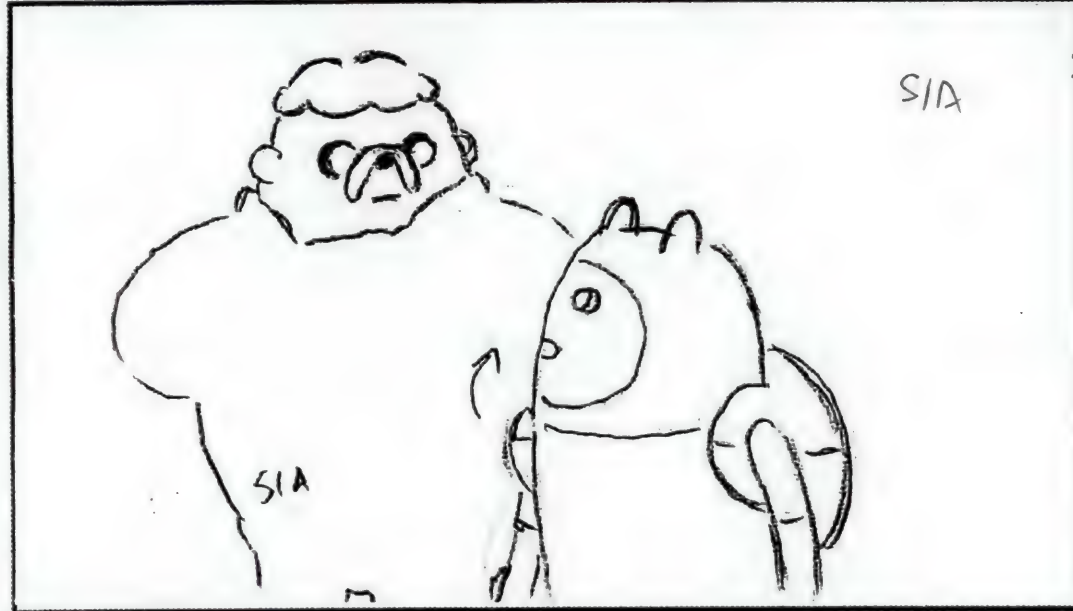
Page 132

Sc. 101

Pnl. F

Bg.

day night

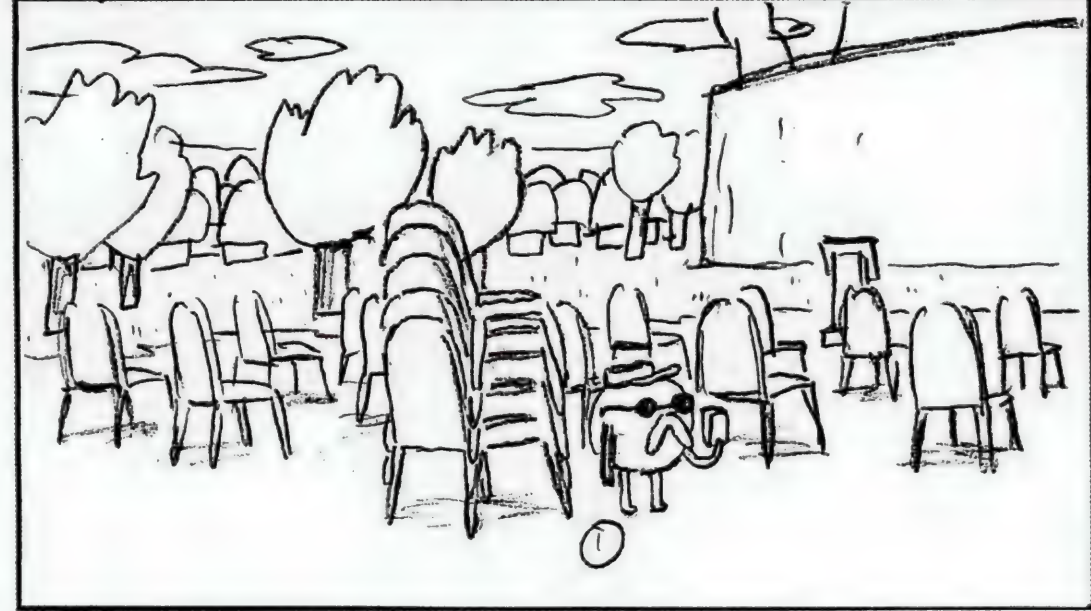


Sc. 102

Pnl. A

Bg.

day night



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EPISODE #

Dialog:

Action: - F LOOKS UP AT J THEN OFF/S

Timing:



SFX : *CAMERA SHUTTER*

- STARCHY WEARING GLASSES
- TAKES SELFIE



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ADVENTURE TIME

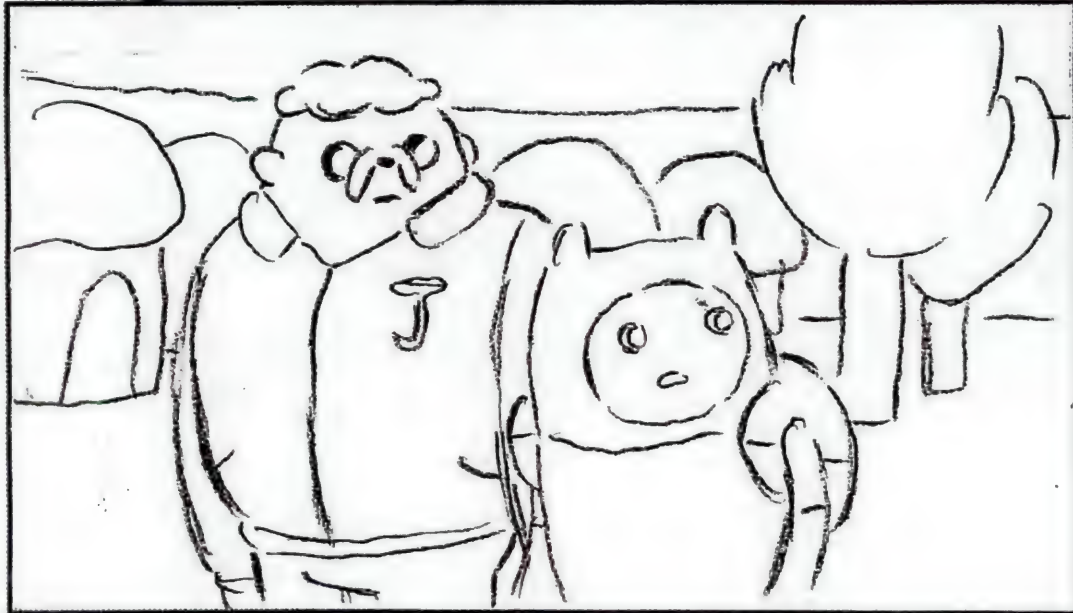


Sc. **103**

Pnl. **A**

Bg.

day night

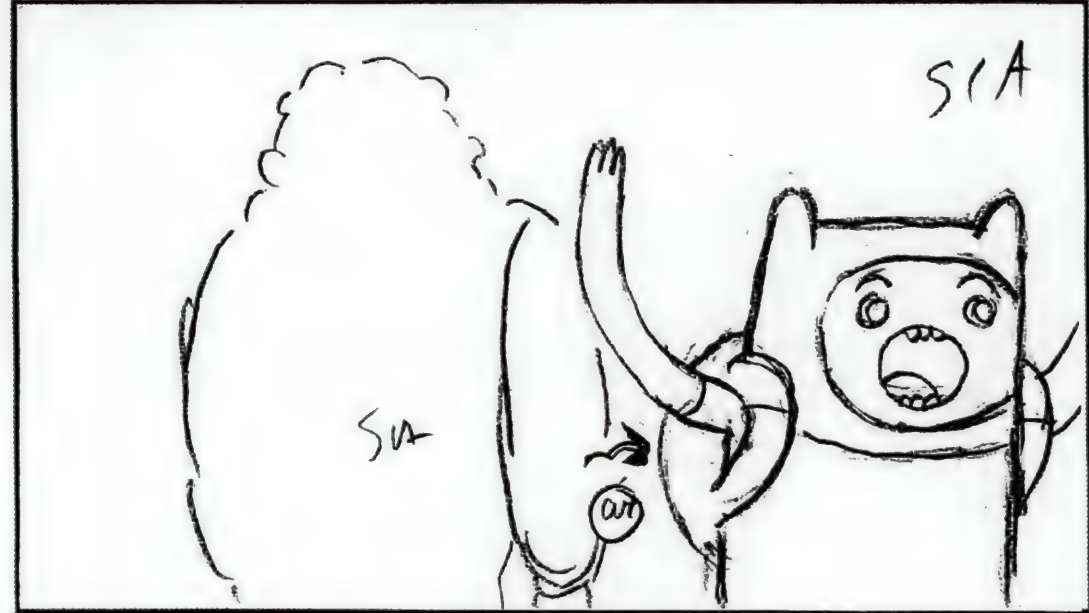


Sc. **103**

Pnl. **B**

Bg.

day night



Page **133**

Dialog:

⑥ STARCHY GIVE
THOSE BACK,
YOU THIEF!

Action:

- FINN RUNS OFF/S.

Timing:

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Production:

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ADVENTURE TIME



Sc. **104**

Pnl. **A**

Bg.

day night

Sc. **104**

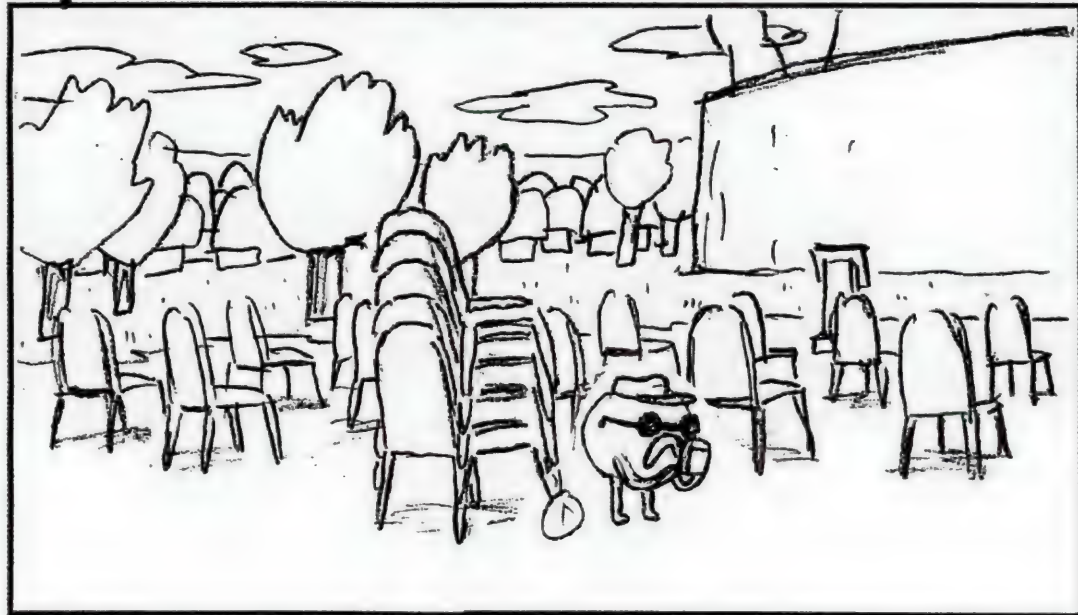
Pnl. **B**

Bg.

Page

134

day night



Dialog:

S: HUH?

SFX: * SHYUU *

Action:

STARCHY TURNS

— STARCHY TURNS INTO
BURGLAR

Timing:



(2)

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EPISODE #

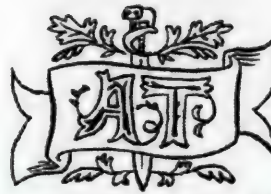
1034-230

Production:

1034/230

1034/230

ADVENTURE TIME



Sc. 104

Pnl. *C*

Bg.

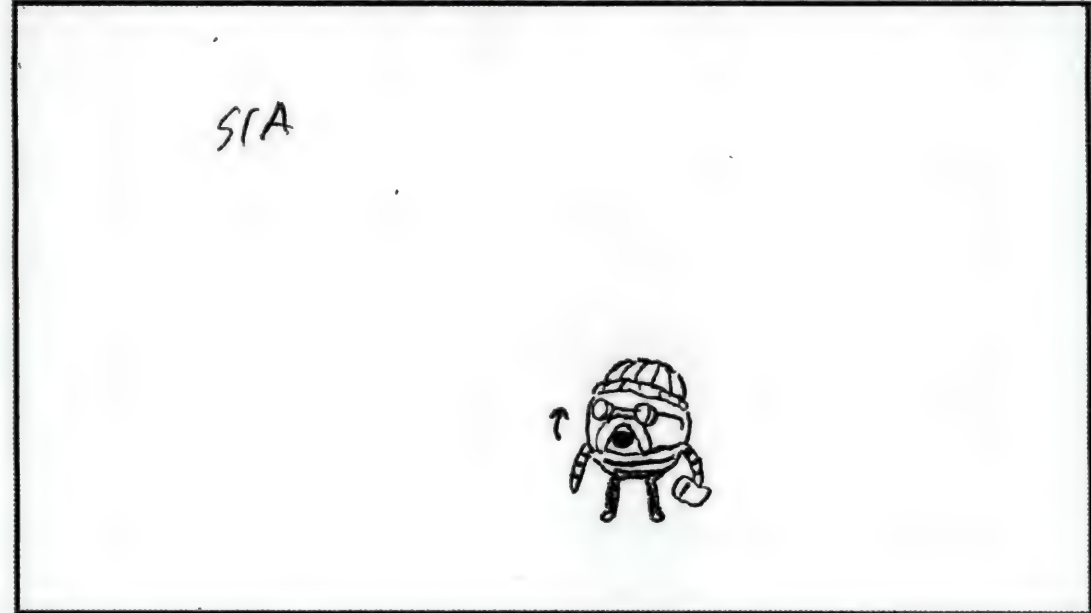
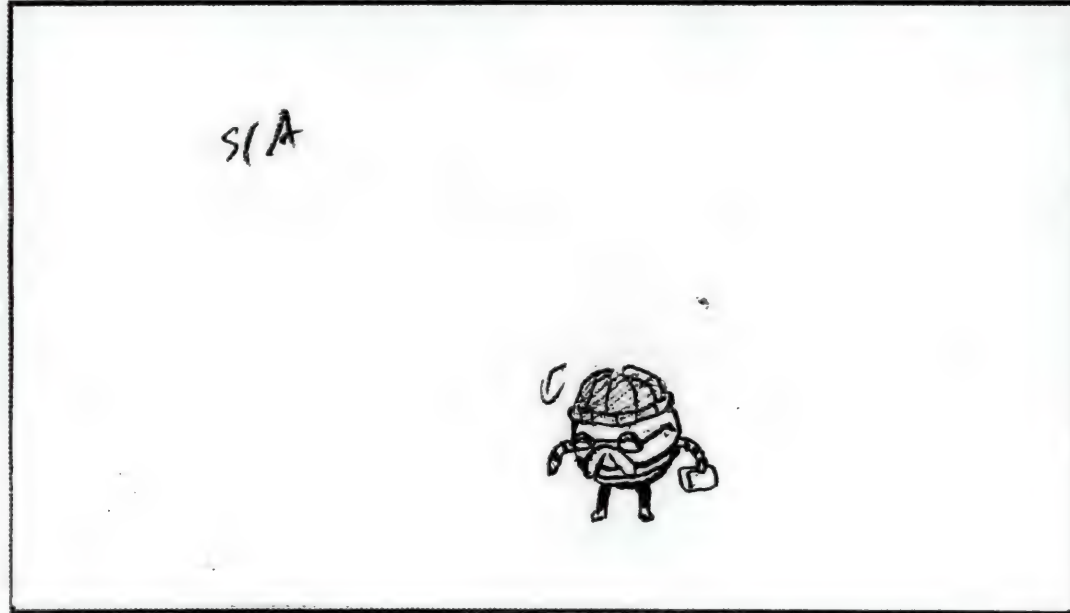
day night

Sc. 104

Pnl. *D*

Bg.

Page *135*
day night



Dialog:

STARCHY : NO WAY, STARCHY
LOOKS GOOD!

Action:

-S. LOOKS AT HIMSELF

-STARCHY LOOKS UP
- PUTS PHONE UNDER HAT

Timing:

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Production:

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ADVENTURE TIME



Sc. **104**

Pnl. **E**

Bg.

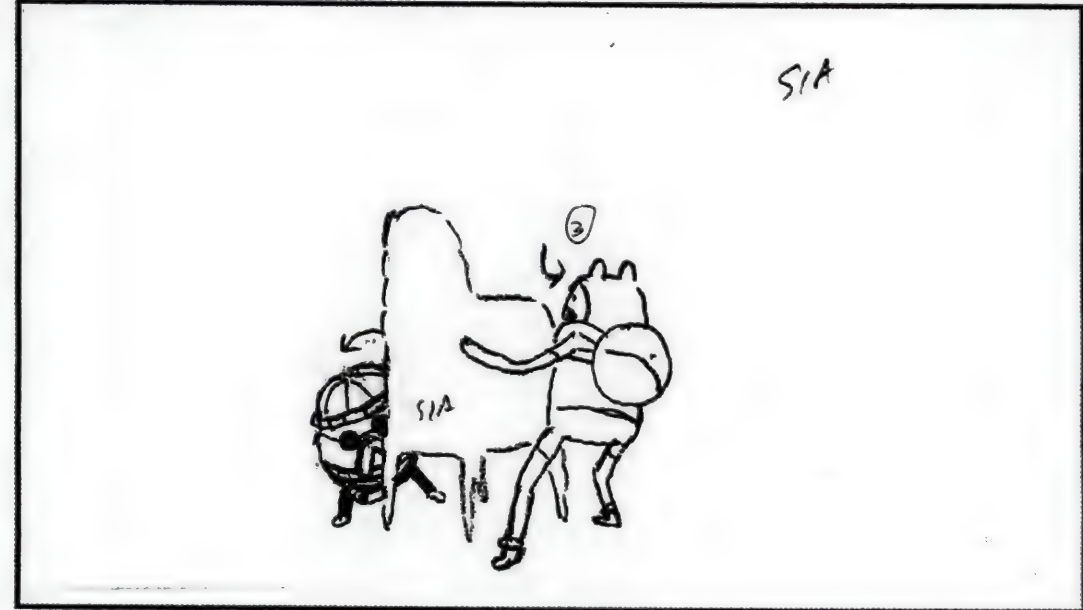
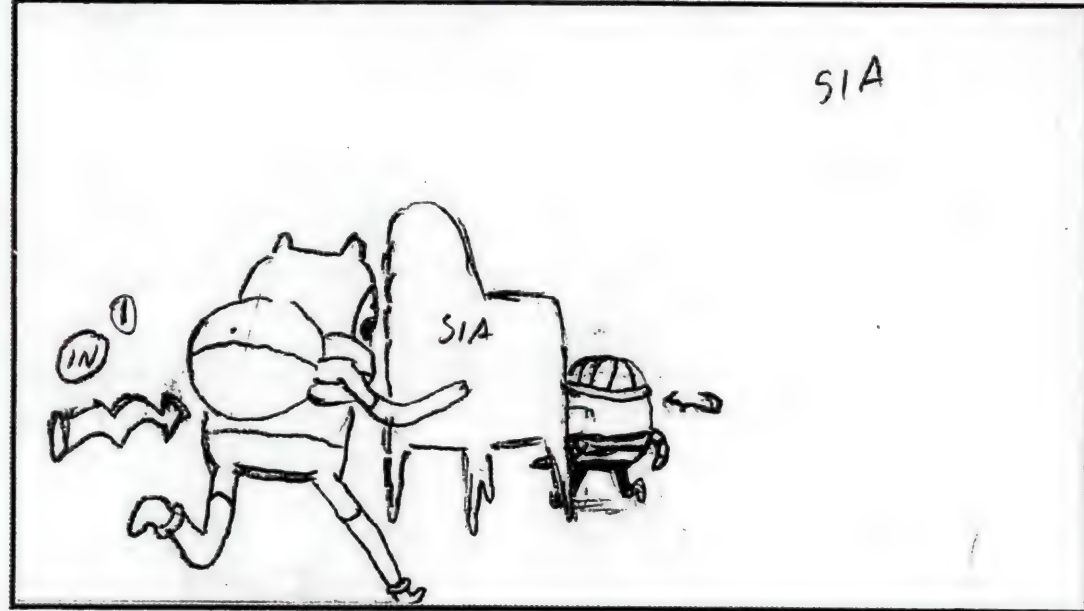
day night

Sc. **104**

Pnl. **F**

Bg.

Page **136**
day night



Dialog:

Action:

= FIN COMES AFTER
STARFLY

Timing:



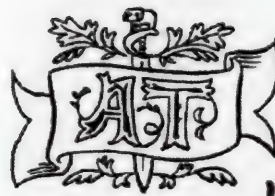
AUG 14 2015

EPISODE #
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Production:

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ADVENTURE TIME



Sc. 104

Pnl. G

Bg.

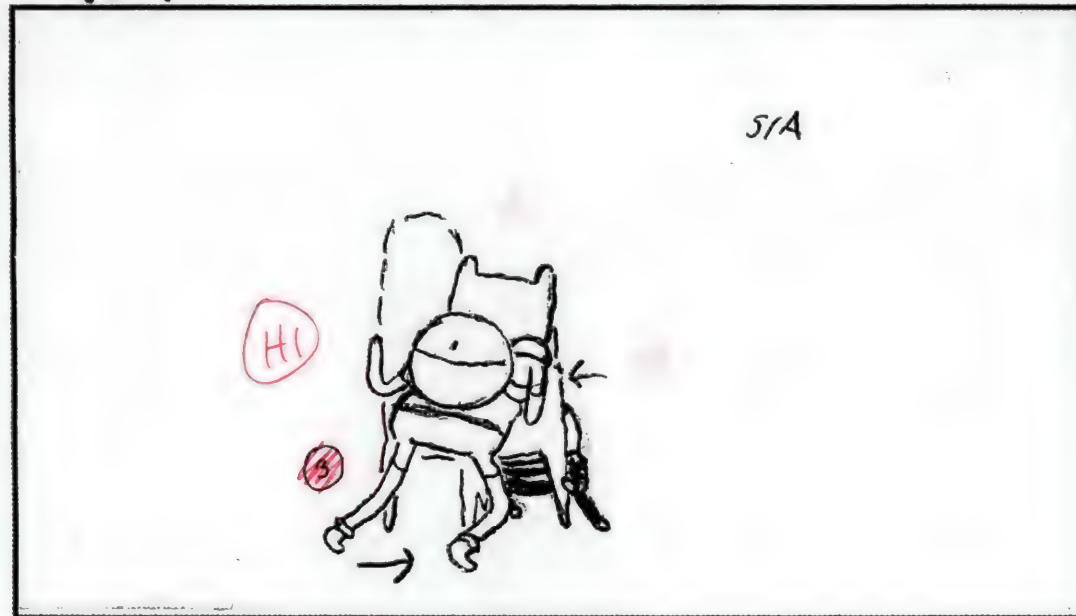
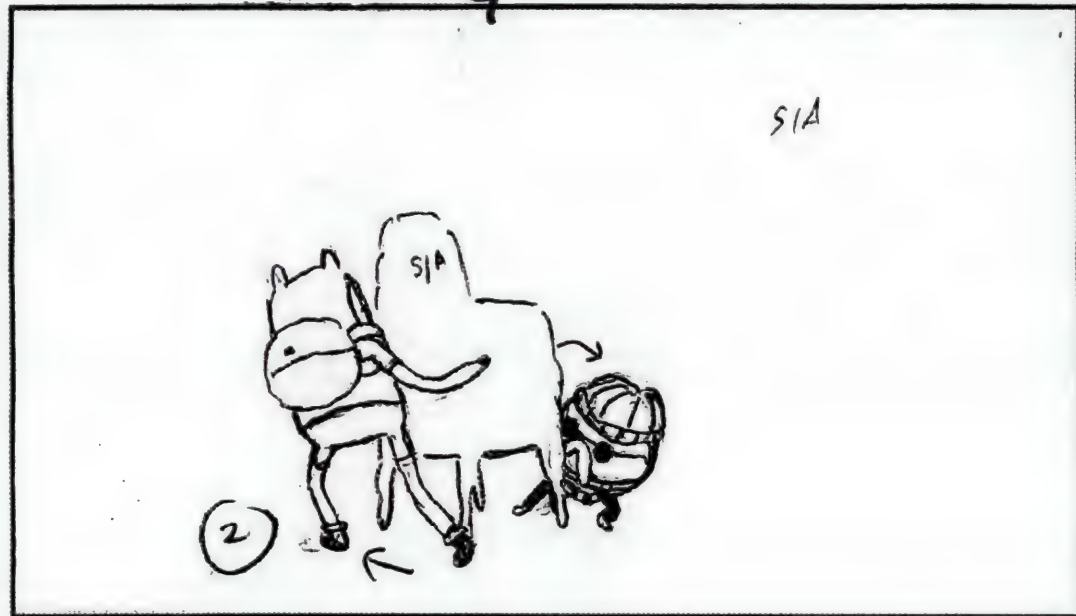
day night

Sc. 104

Pnl. H

Bg.

Page 137
day night



1034-230

EPISODE #

Dialog:

Action:

-F+J JOCKEY
BACK AND FORTH

Timing:



③, ④, ③ QUICK

AUG 14 2015



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ADVENTURE TIME

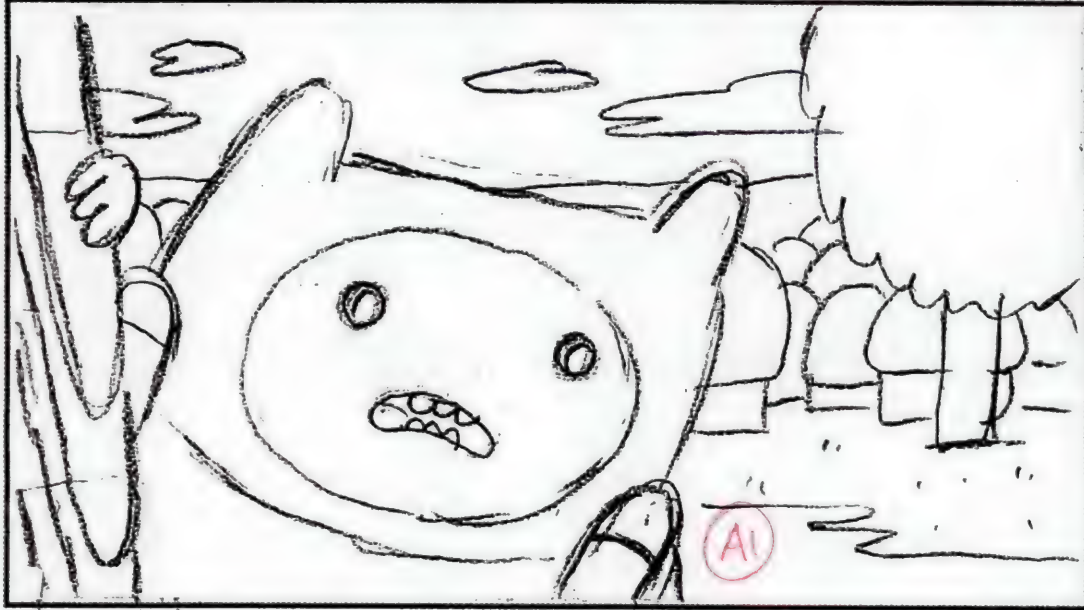


Sc. 105

Pnl. A

Bg.

day night



Sc. 106

Pnl. A

Bg.

Page 138
day night



Dialog:

⑥ STARCHY YOU BUTT!

Action:

Timing:



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EPISODE #

1034-230

Production:

ADVENTURE TIME

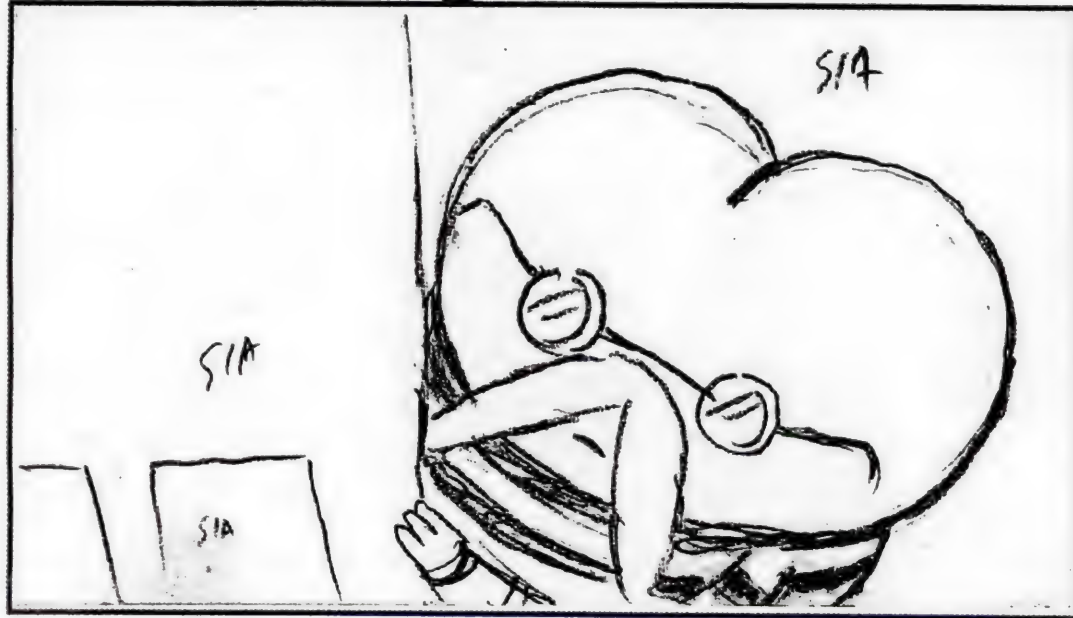


Sc. 106

Pnl. **B**

Bg.

day night



Sc. 106

Pnl. **C**

Bg.

Page **139**
day night



Dialog:

SFX: *SHYUUU*

⑤: OOOOOH!!

Action:

- STARCHY'S HEAD
TURNS INTO A BUTT

- STARCHY FEELS HEAD

Timing:

AUG 14 2015

EPISODE #
1034-230

Production:

ADVENTURE TIME



Sc. **107**

Pnl. **A**

Bg.

day night

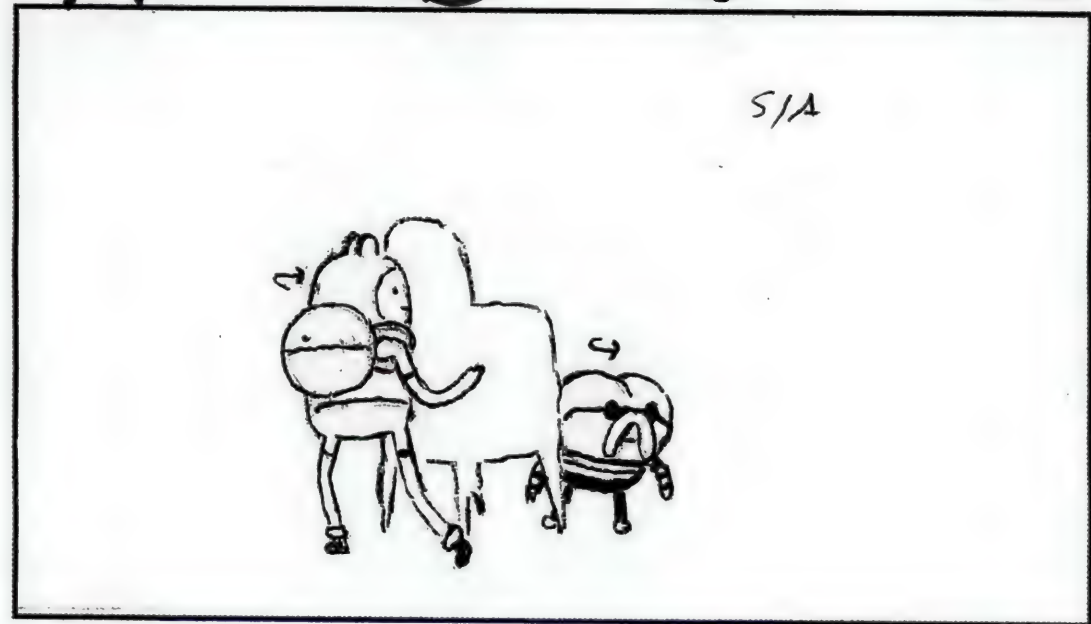


Sc. **107**

Pnl. **B**

Bg.

day night



Page **140**

EPISODE # **1034-230**

Dialog:

(F) Oof... SORRY,

(PB) (OFF/S) WHAT'S GOING ON HERE!

Action:

- F + STARCHY LOOK RIGHT

Timing:

AUG 14 2015



Production:

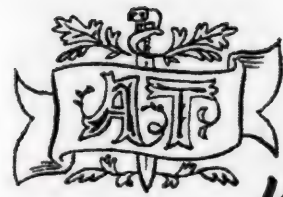
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ADVENTURE TIME

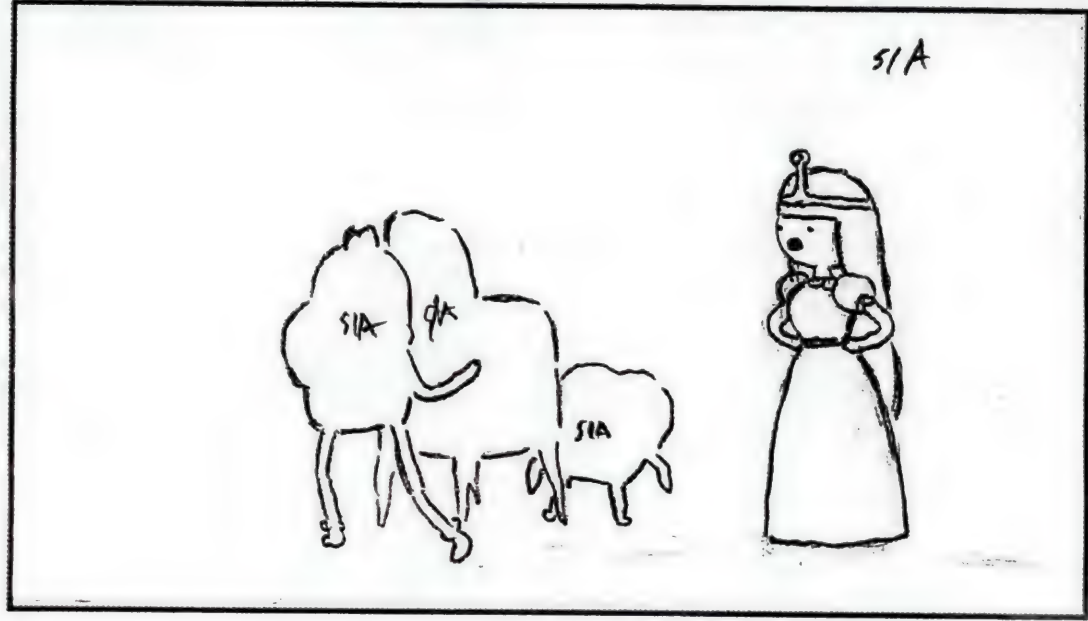


Sc. 107

Pnl. C

Bg.

day night

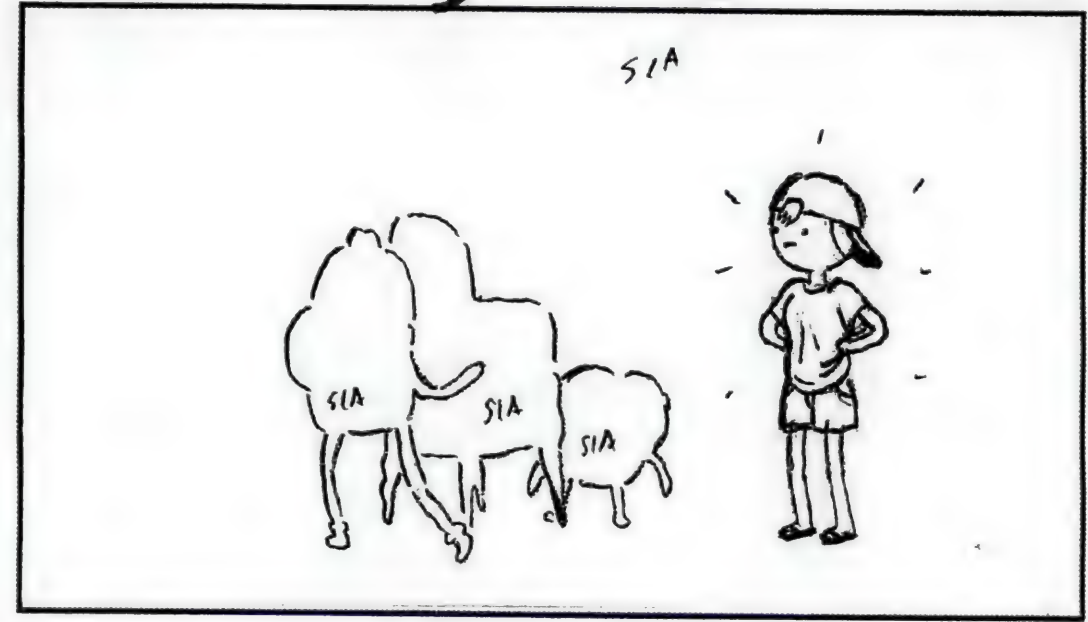


Sc. 107

Pnl. D

Bg.

day night



Page 141

Dialog:

SFX: * SHYUU *

Action:

-PB WALKS ON/S.

-PB TURNS INTO "BOY"
W/ BASEBALL CAP + PUP FLAPS

Timing:

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Production:

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ADVENTURE TIME



Sc. 107

Pnl. E

Bg.

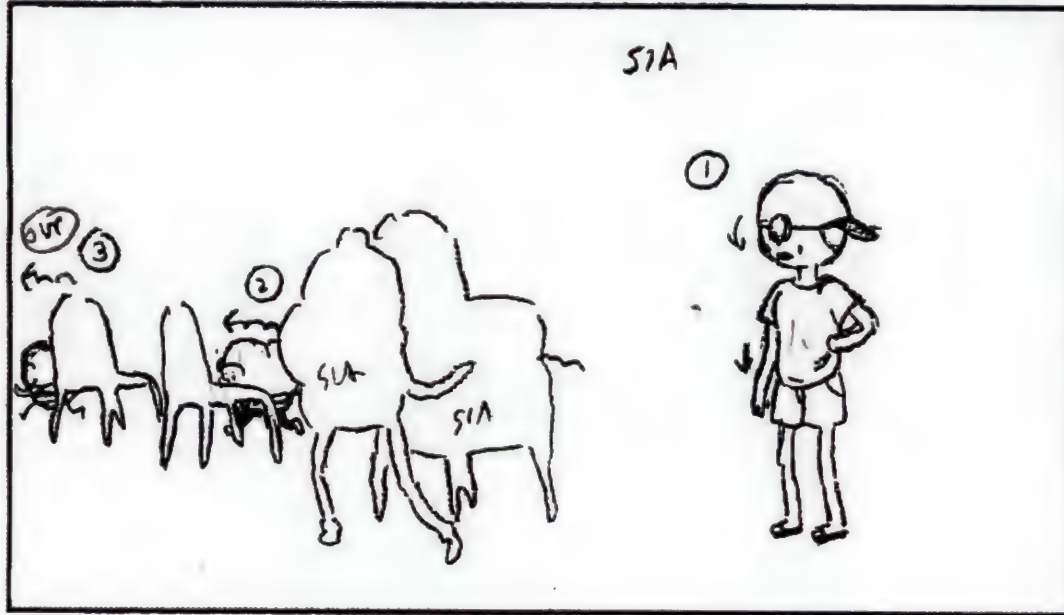
day night

Sc. 108

Pnl. A

Bg.

Page 142
day night



Dialog:

STARCHY: AHH!!

Action:

- STARCHY RUNS OFF

- PB LOOKS AT HERSELF

Timing:

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EPISODE # 1034-230

Production:

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ADVENTURE TIME



Sc. 108

Pnl. B

Bg.

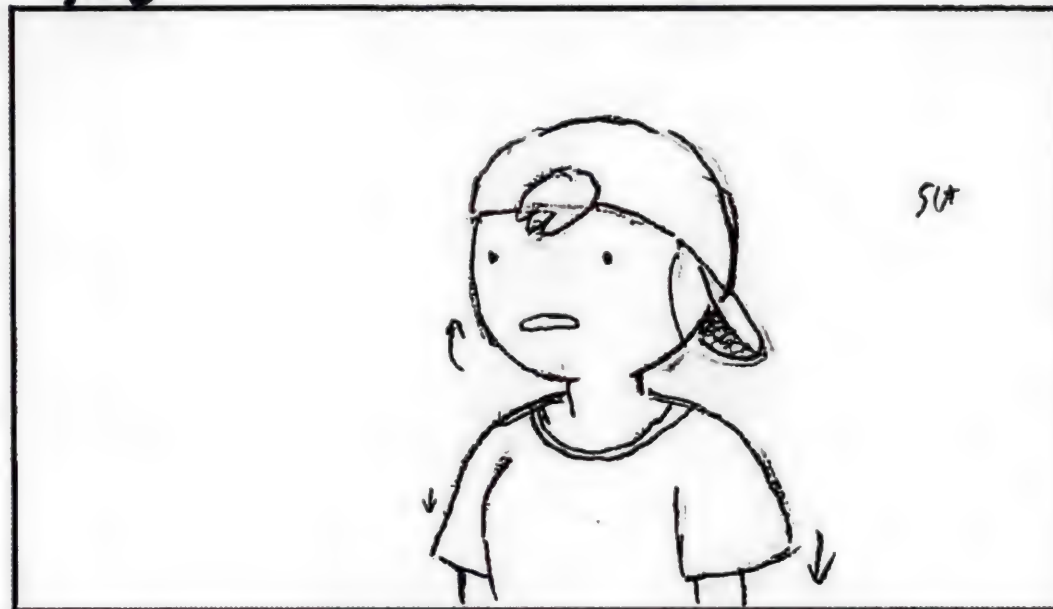
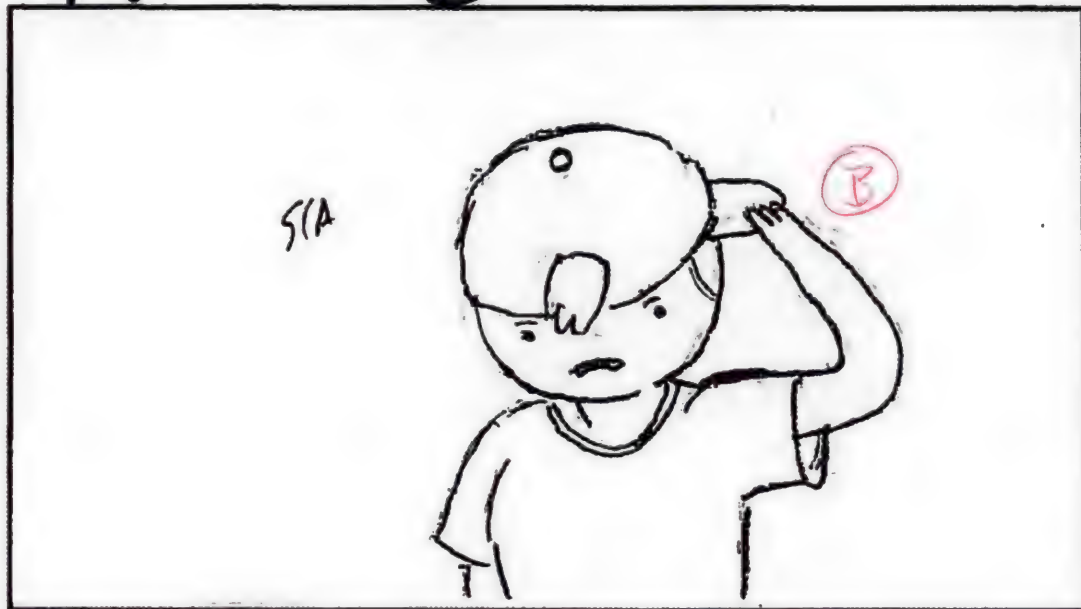
day night

Sc. 108

Pnl. C

Bg.

Page 143
day night



Dialog:

(PB) [GRUNT]

Action:

— PB PUSHES ON CAP
BUT IT'S STUCK

Timing:



(PB) Can you explain this?

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Production:

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ADVENTURE TIME

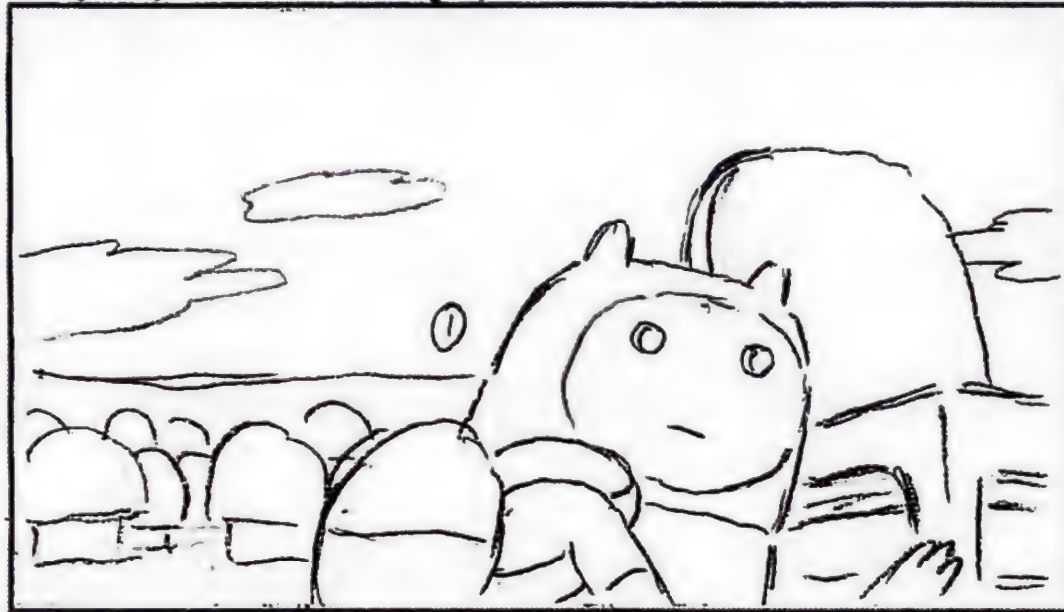


Sc. 109

Pnl. A

Bg.

day night



Sc. 109

Pnl. B

Bg.

day night

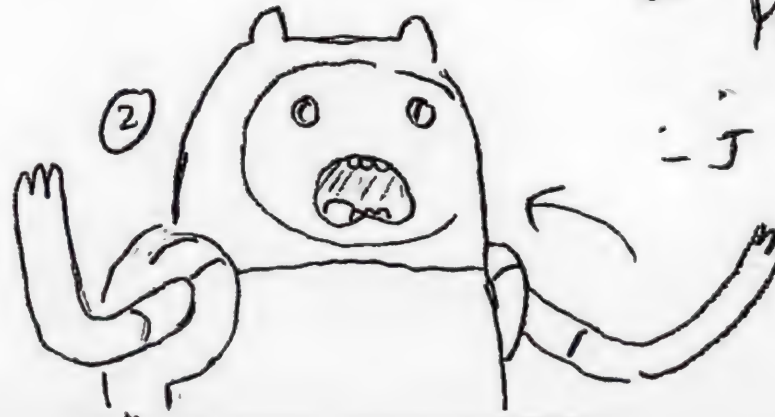


Dialog:

① I DONT KNOW, I'M NOT A
PSYCHIATRIST!

Action:

Timing:



② C'MON LET'S GET
YOU HOME DUDE

- J COVERS FINN'S EYES
- ADJ LEFT

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EPISODE # 1034-230

Production:

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ADVENTURE TIME



Sc. **110**

Pnl. **A**

Bg.

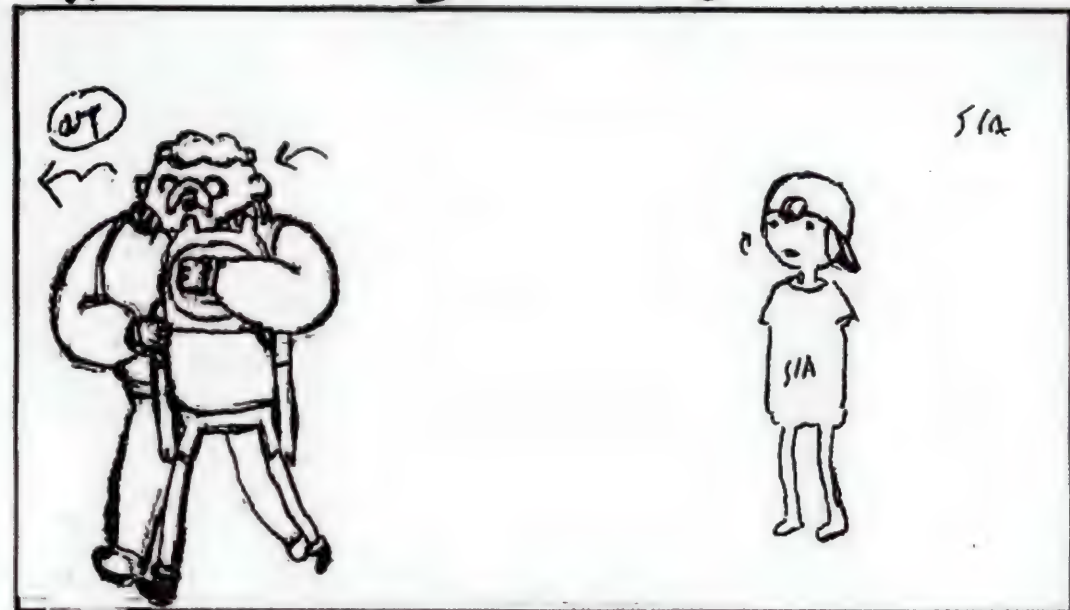
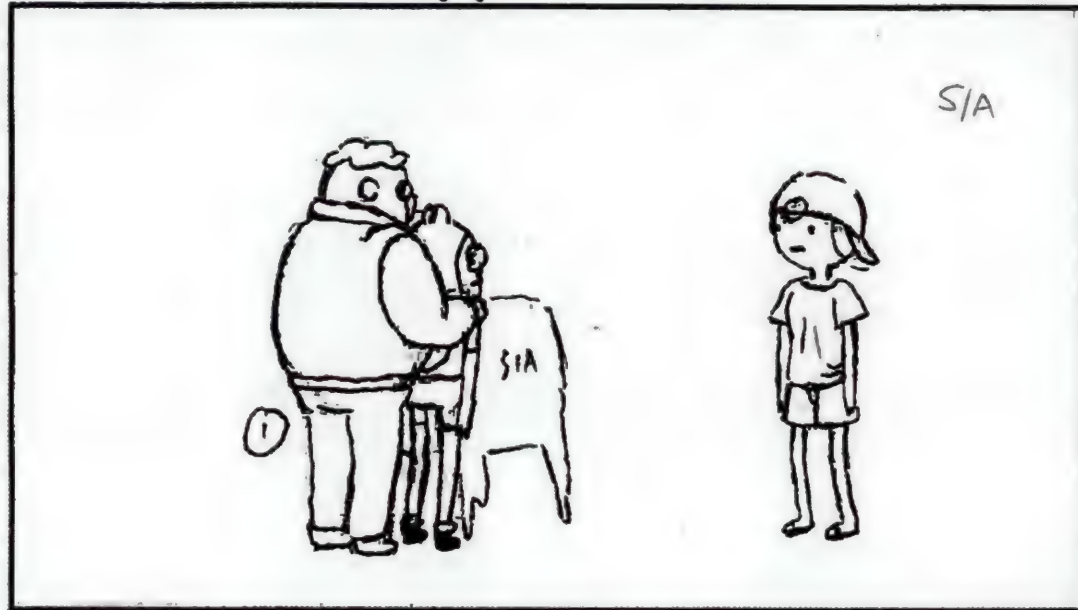
day night

Sc. **110**

Pnl. **B**

Bg.

Page **145**
day night



Dialog:

Action: - J LIFTS FINN,
PIVOTS AROUND/
SETS F DOWN

Timing:



⑤: PEEBS, GOOD LUCK WITH
THE SPEECH!

- J. HUSTLES OFF/S.

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ADVENTURE TIME



Sc. **110**

Pnl. **C**

Bg.

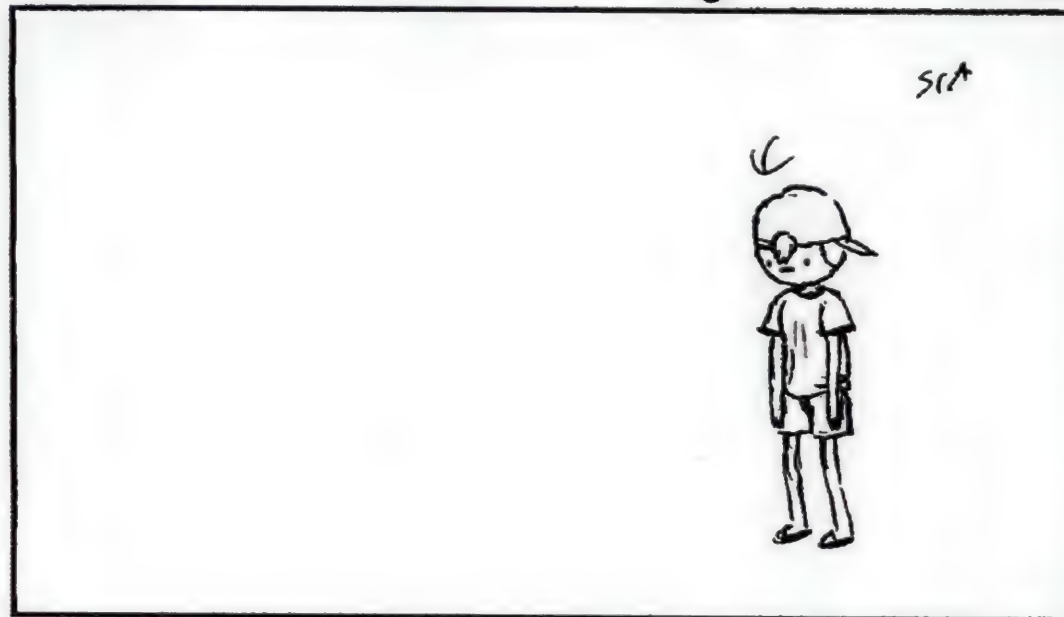
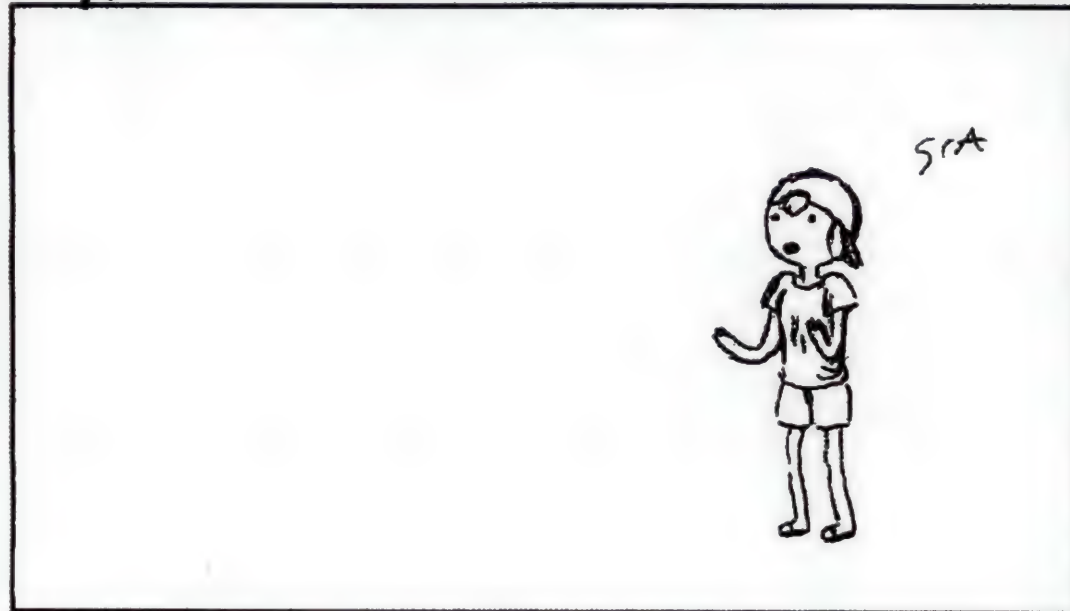
day night

Sc. **110**

Pnl. **D**

Bg.

Page **146**
day night



Dialog:

(PB) BUT ...

(CB) (SIGH)

Action:

Timing:

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Production:

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ADVENTURE TIME



Sc. **NO**

Pnl. **E**

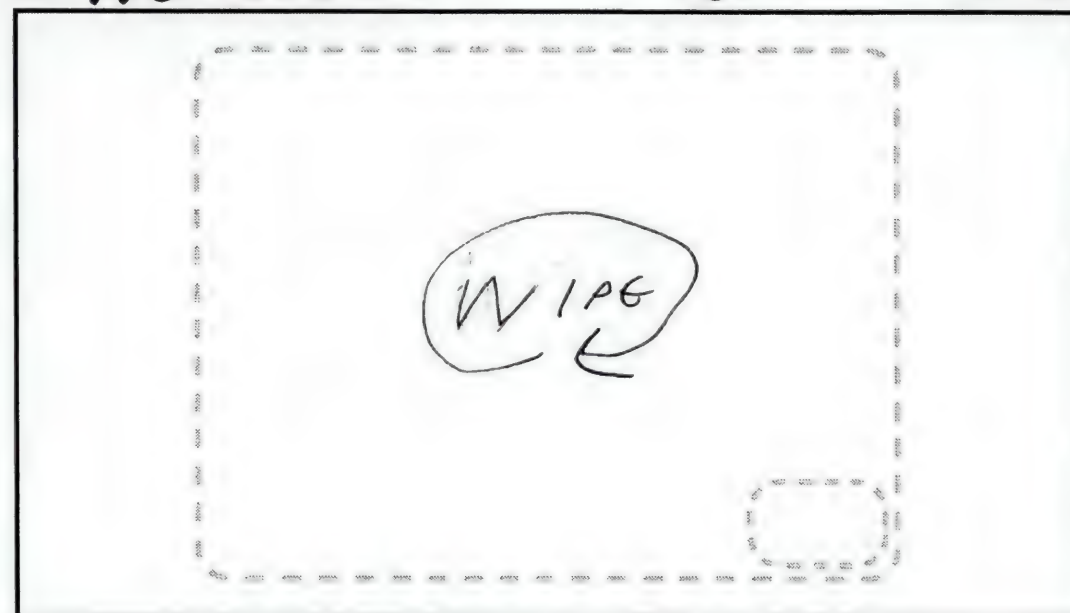
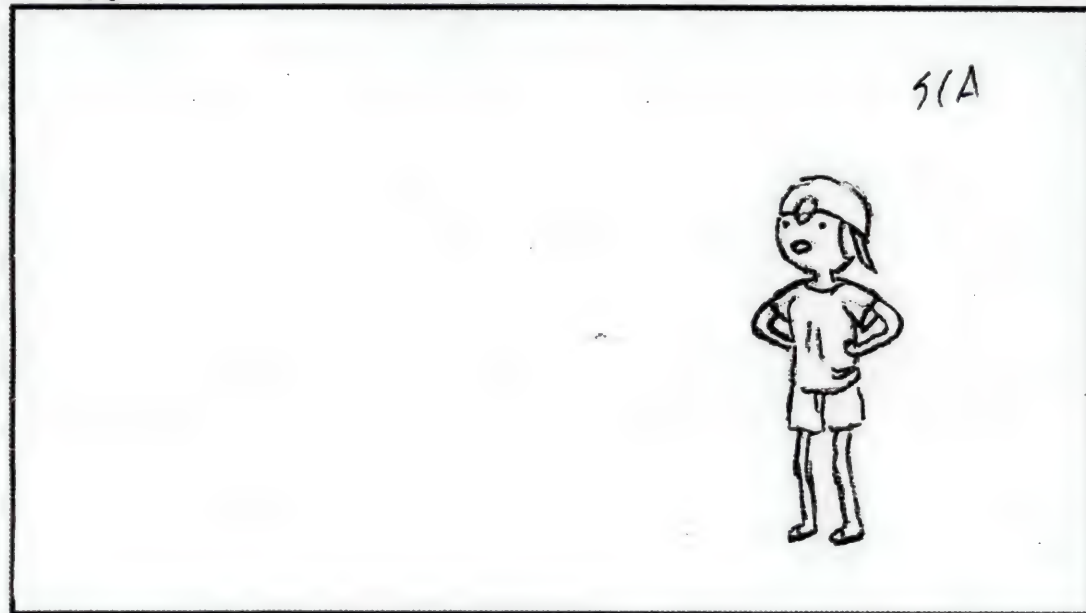
Bg.

day night

Sc. **110 cont** Pnl.

Bg.

Page **147**
day night



Dialog:

(PB) TEEN BOY HEART THROB
IT IS.

Action:

Timing:

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Production:

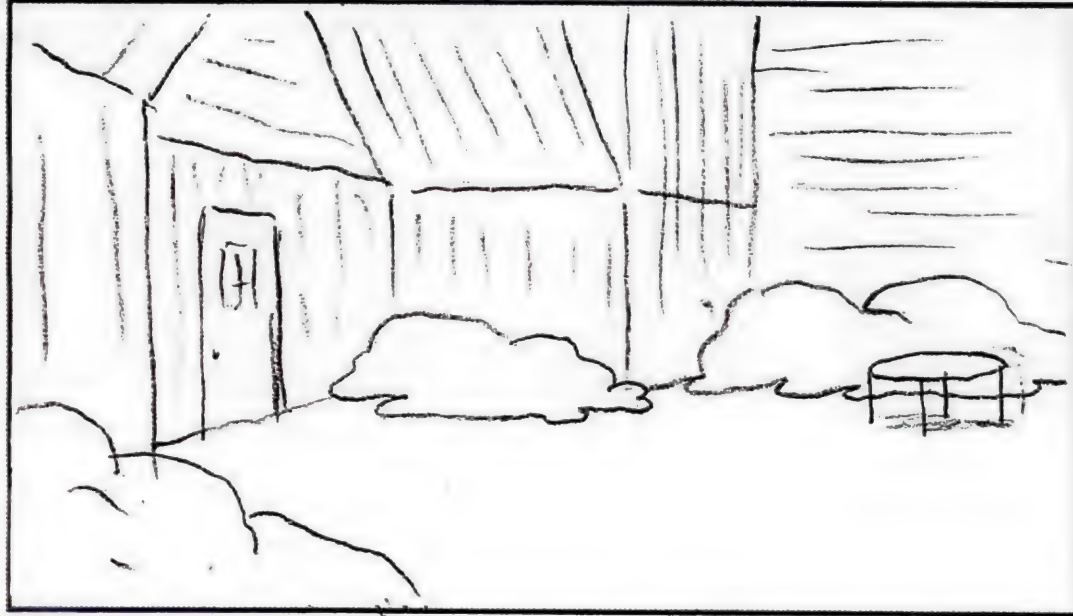
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ADVENTURE TIME

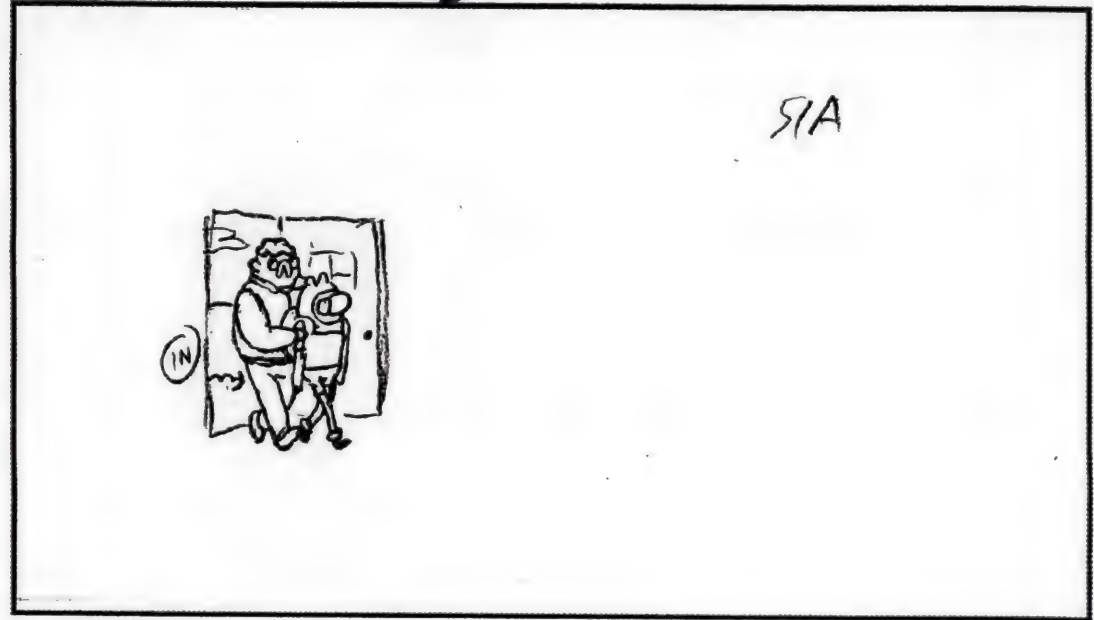


Page **148**

Sc. **111** Pnl. **A** Bg. day night



Sc. **111** Pnl. **B** Bg. day night



Dialog:

① OKAY AT LEAST NOW
WE'RE SAFE FROM YOU
DONKIN' UP ANY MORE OF OUR
FRIENDS.

Action:

- F + J WALK IN THRU DOOR

Timing:

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ADVENTURE TIME

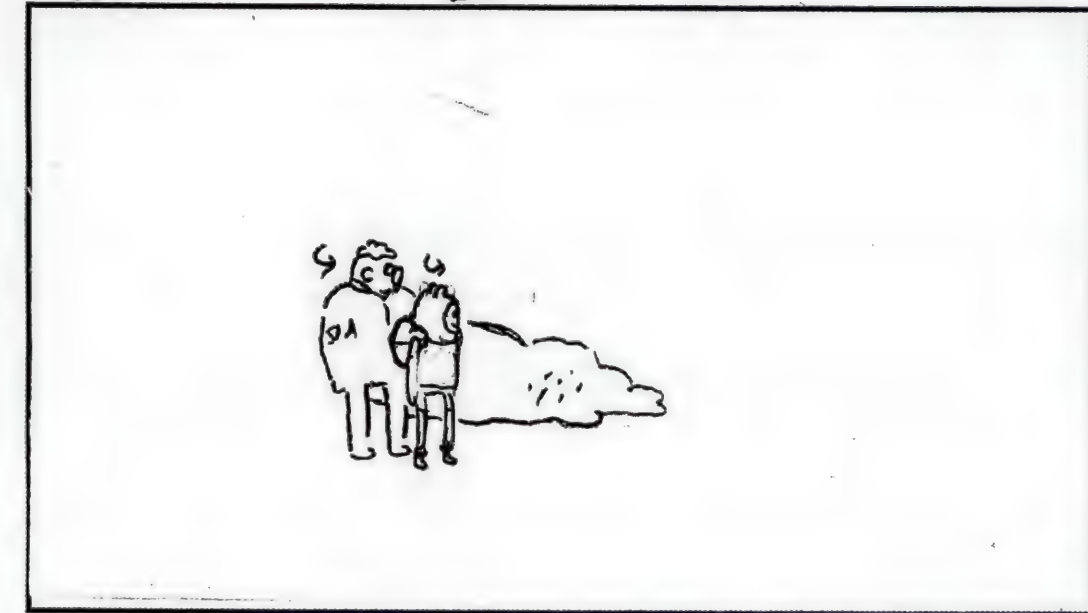


Page **149**
day night

Sc. **III** Pnl. **C** Bg. day night



Sc. **III** Pnl. **D** Bg. day night



<p>Dialog: <u>SFX</u> : DOOR SHUT F/ No body got hurt.</p>		
<p>Action: • J LETS GO OF PANN • DOOR CLOSES</p>		
<p>Timing:</p>		

SFX : * JINGLING COINS *
 - RIPPLE IN TREASURE PILE

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ADVENTURE TIME

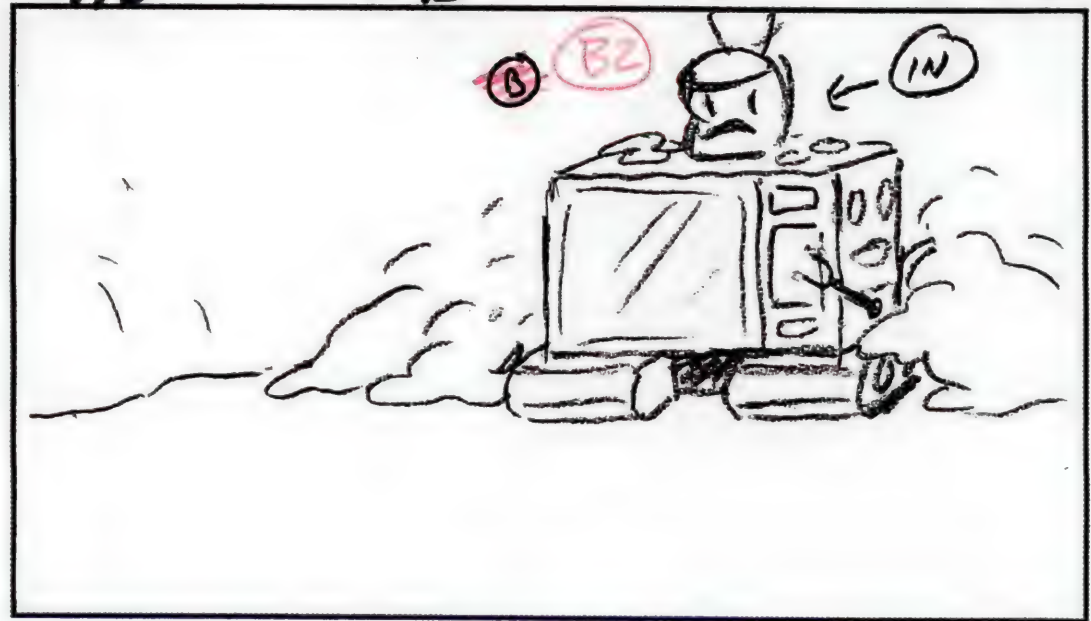


Page **150**

Sc. **112** Pnl. **A** Bg. day night



Sc. **112** Pnl. **B** Bg. day night

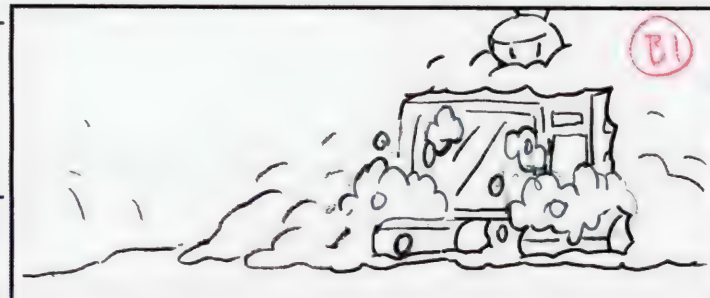


Dialog:

Action:

Timing:

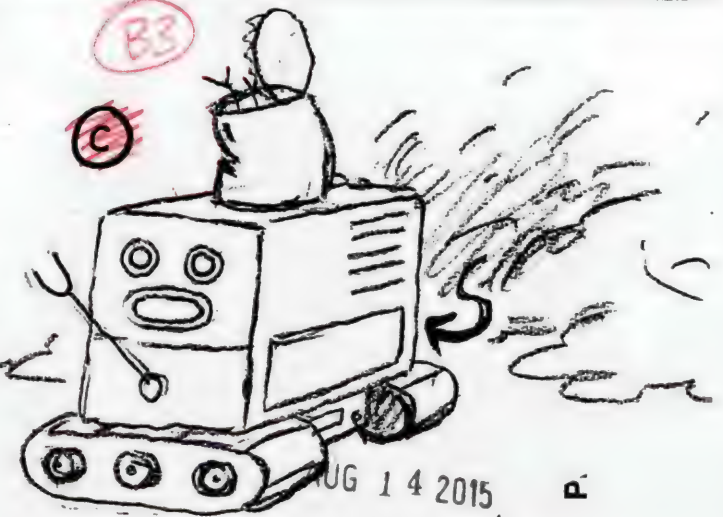
①, ②, ①



NEPTR: HAVE ANY OF YOU
GUNS SEEN BMO?

-NEPTR ROLLS IN
OF TREASURE PILE

A



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ADVENTURE TIME



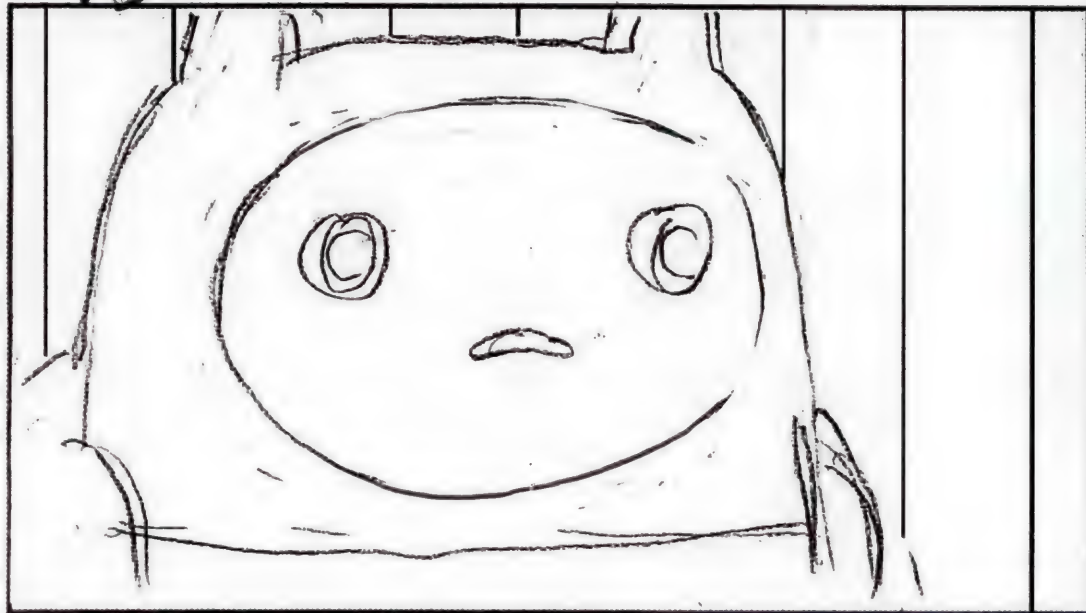
Page **151**

Sc. **113**

Pnl. **A**

Bg.

day night

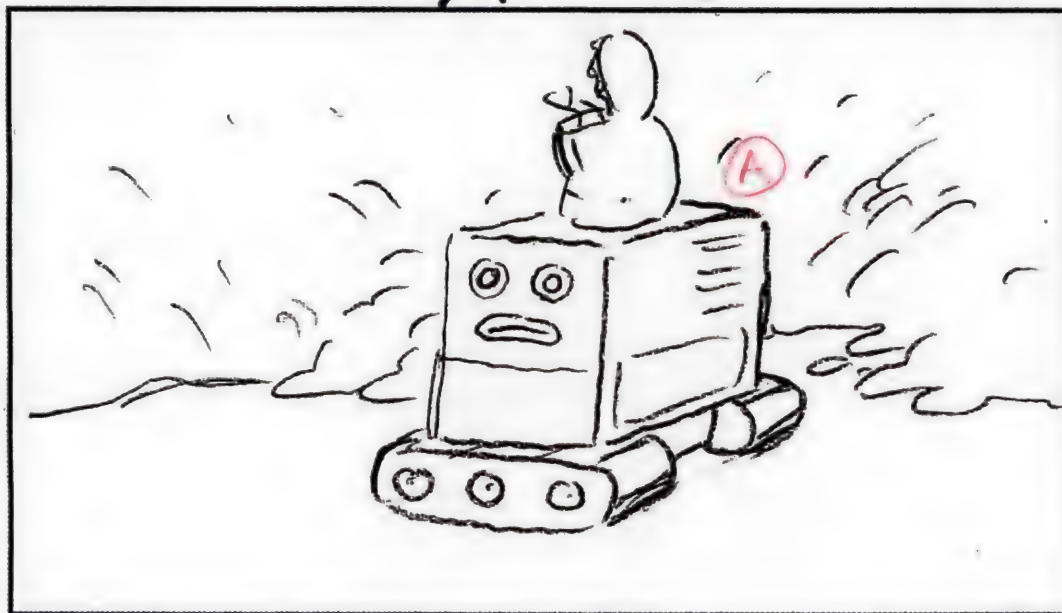


Sc. **114**

Pnl. **A**

Bg.

day night



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Dialog:

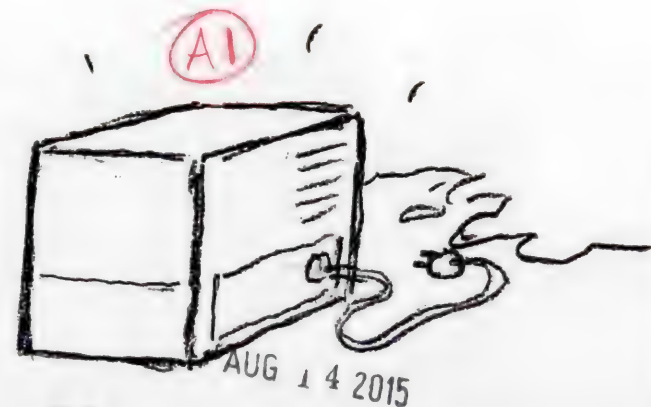
SFX: SHYUU *

SFX: = POOF =

Action:

- NBPTR TURNS INTO
MICROWAVE

Timing:

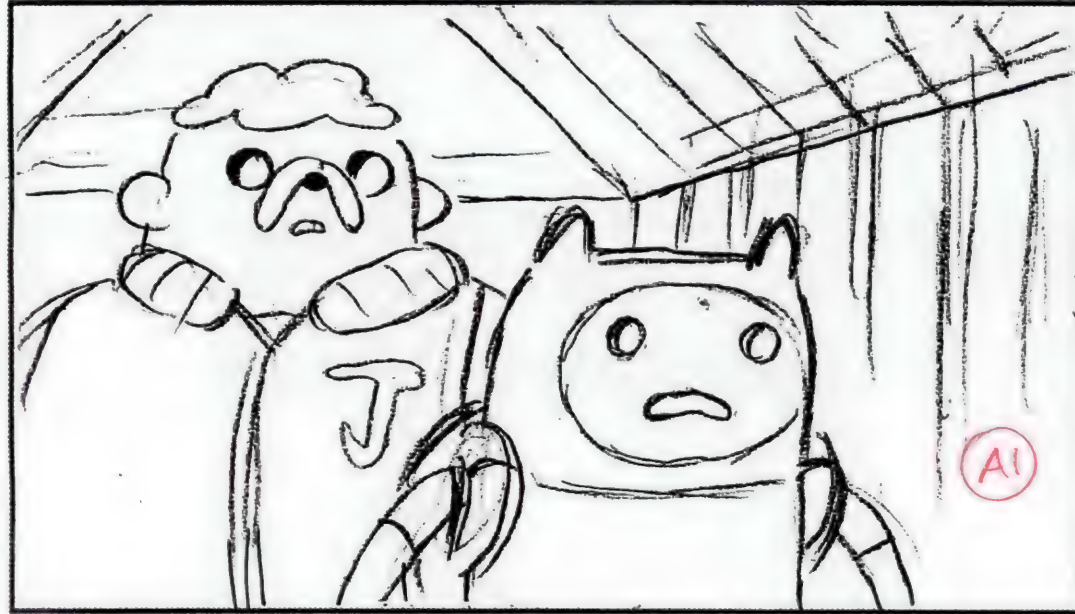


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ADVENTURE TIME



Sc. **115** Pnl. **A** Bg. day night



Sc. **115** Pnl. **B** Bg. day night



Dialog:

ⓕ AAAH!

Action:

Timing:



ⓕ DID I KILL NEPTR?!

-F LOOKS AT JAKE-

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ADVENTURE TIME



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Sc. **115**

Pnl. **C**

Bg.

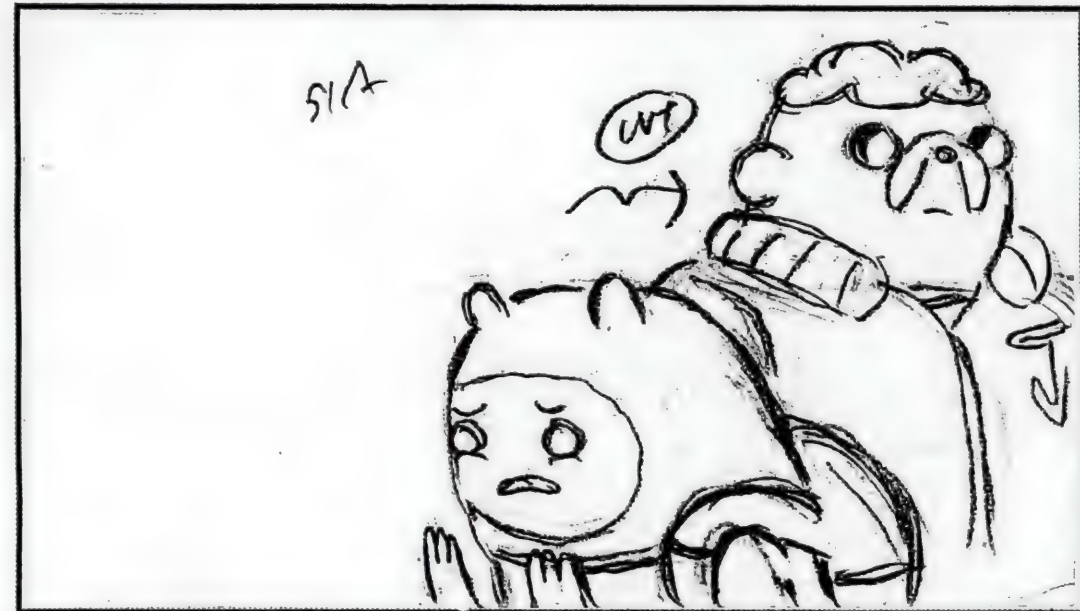
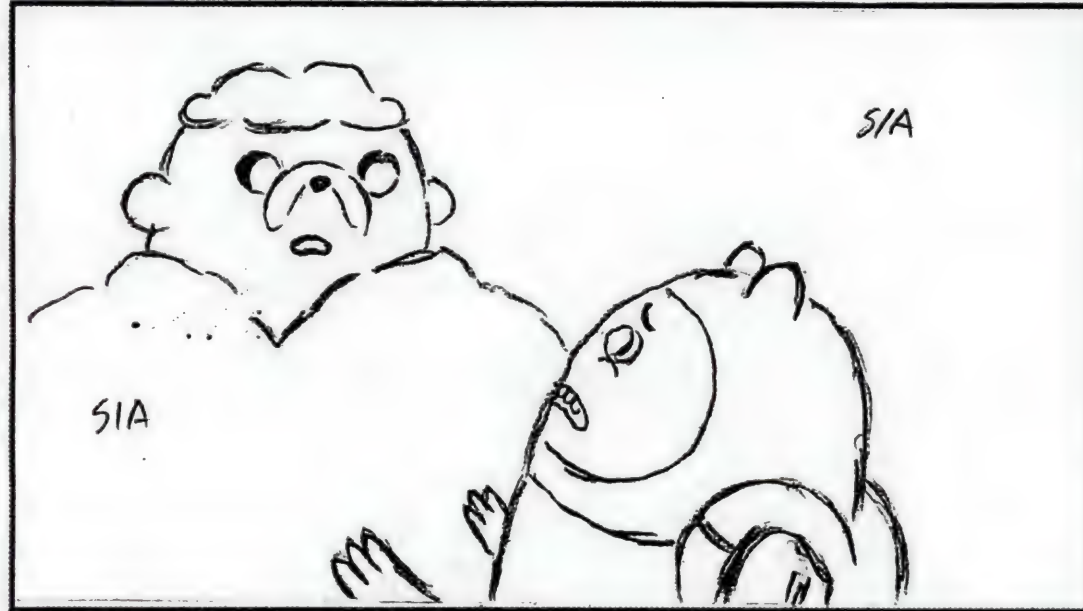
day night

Sc. **115**

Pnl. **D**

Bg.

day night



Dialog: **(D)** YOU TURNED HIM INTO A
MICROWAVE. ...SO, YEAH YOU
KINDA DID.

Action:

(F) B-BU--- BUT---

- J WALKS OFF
PAST FINN

Timing:

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ADVENTURE TIME



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Sc. **116**

Pnl. **A**

Bg.

day night

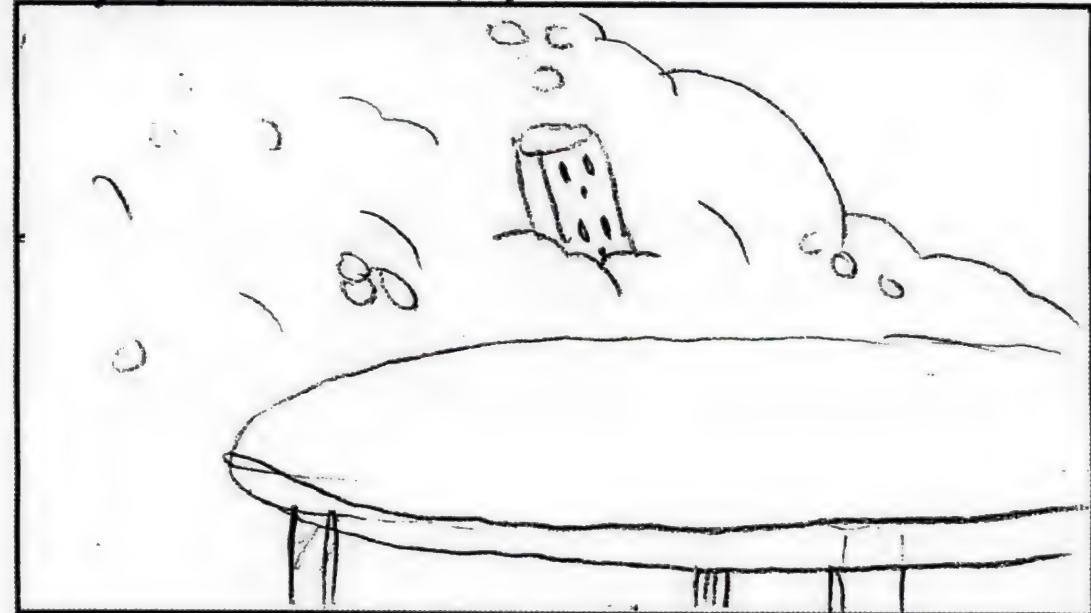


Sc. **117**

Pnl. **A**

Bg.

day night



Dialog:

(F) THAT'S NOT HOW I SEE
NEPTR -- IS IT?

Action:

-J PICKS UP
MICROWAVE WAVES
TOWARD TABLE

Timing:



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Production:

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ADVENTURE TIME



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Sc. **117**

Pnl. **B**

Bg.

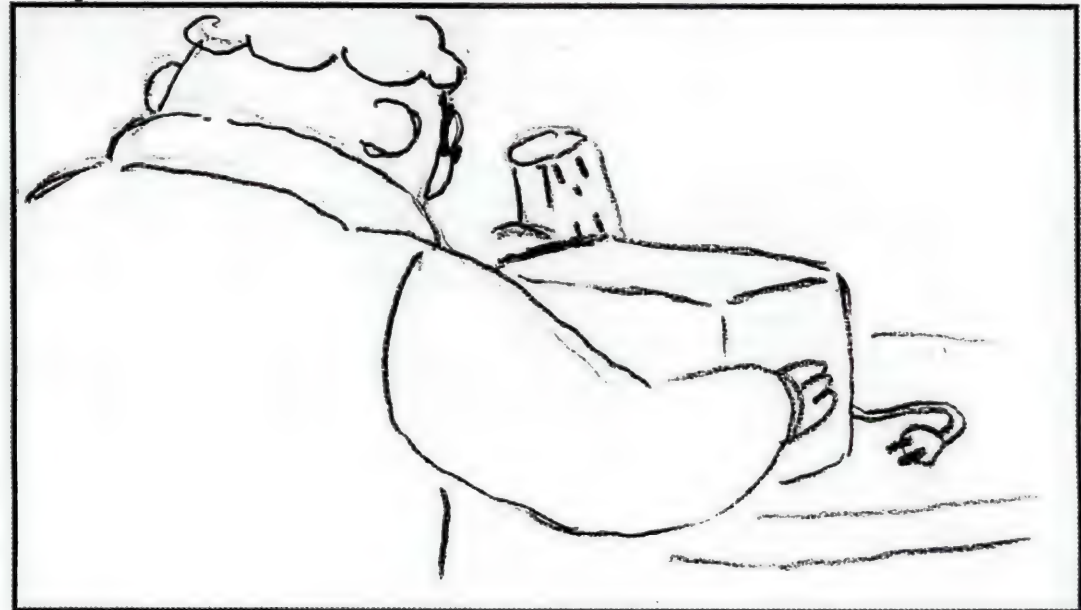
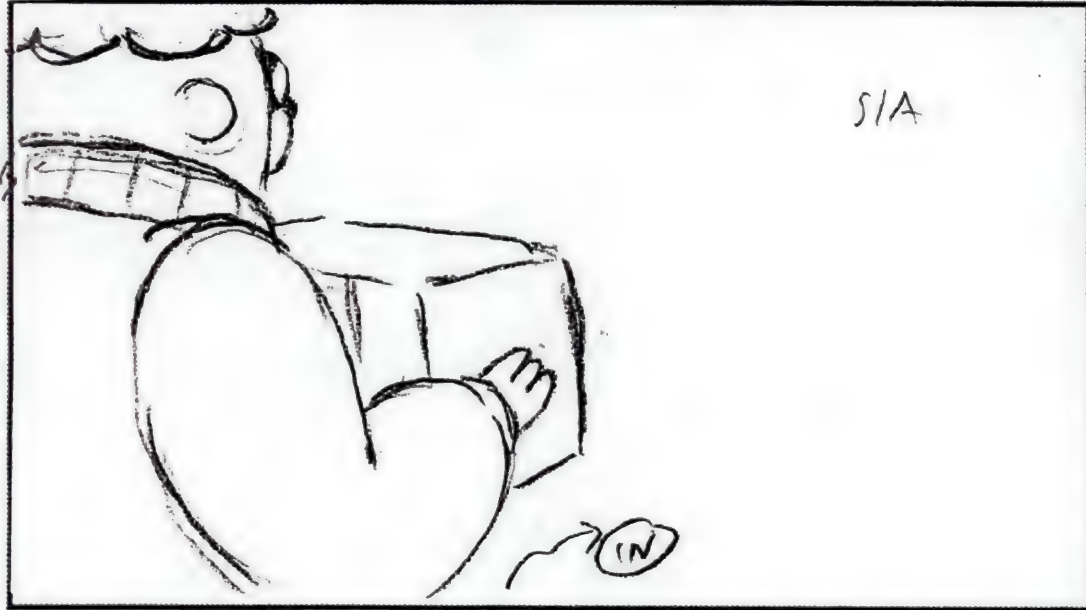
day night

Sc. **117**

Pnl. **C**

Bg.

day night



Dialog:

Action:

- J. WALKS ON/S WITH
MICROWAVE

- J SETS DOWN MICROWAVE
ON TABLE -

Timing:

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Production:

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ADVENTURE TIME



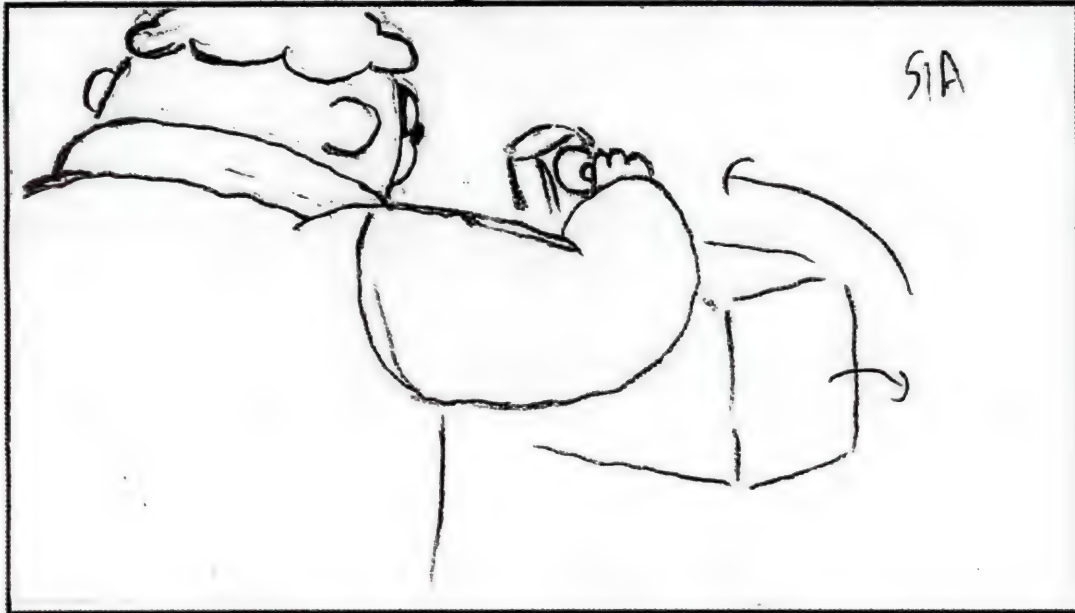
Page **156**

Sc. **117**

Pnl. **D**

Bg.

day night

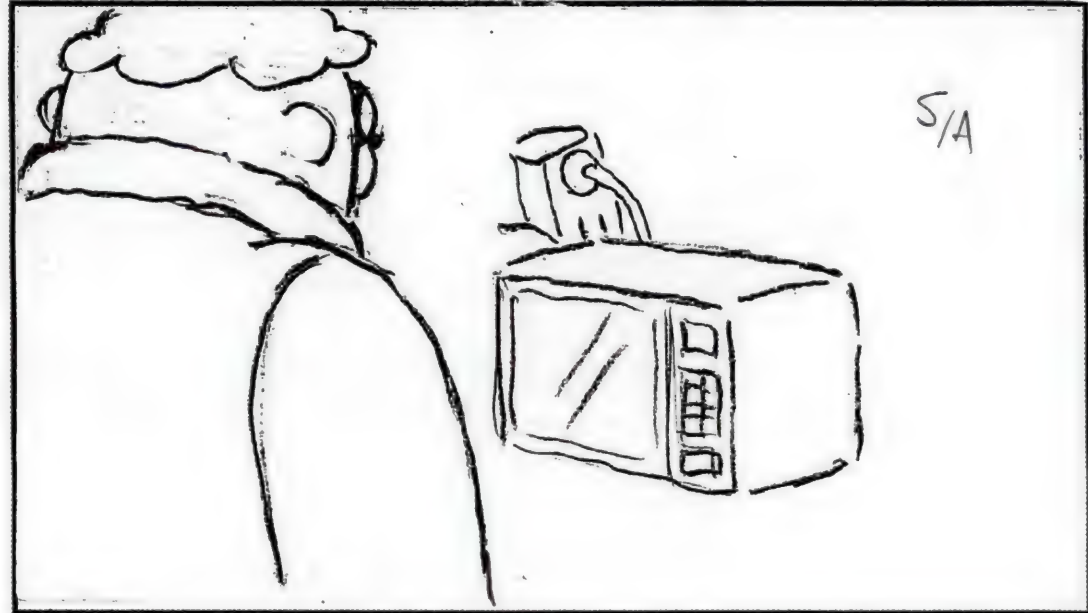


Sc. **117**

Pnl. **E**

Bg.

day night



Dialog:

*SFX = *ELECTRICITY*
SOUND?*

(F) (OFFIS) I LIKE NEPTR---

Action:

*- J PLUGS IN MICROWAVE
INTO OUTLET*

Timing:

AUG 14 2015

EPISODE # 1034-230

Production:

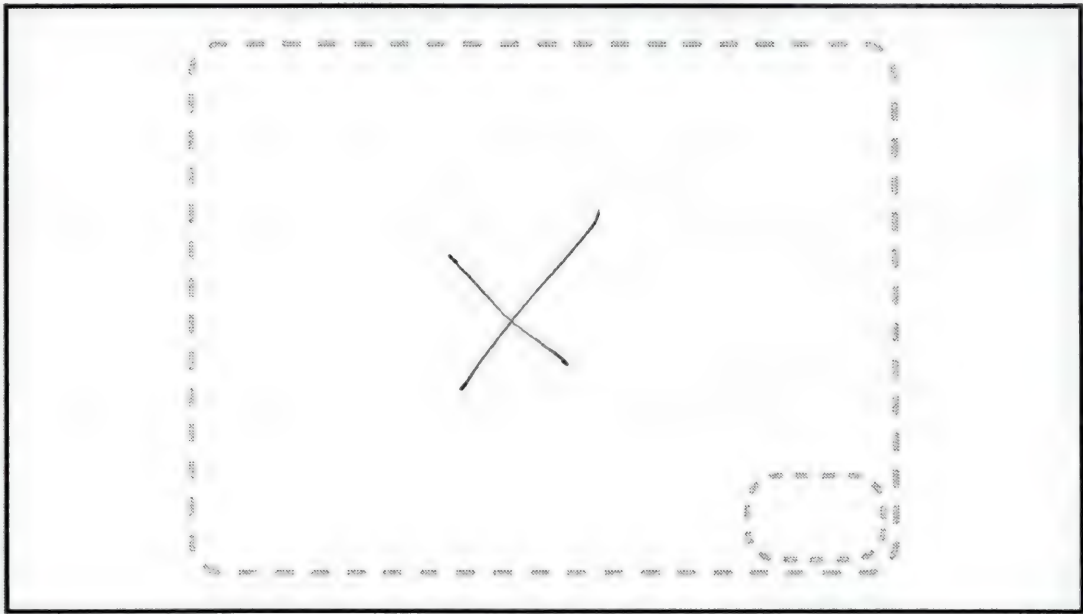
1034/230

ADVENTURE TIME



Page **157**

Sc. Pnl. Bg. day night



Sc. **118** Pnl. **A** Bg. day night



Dialog:
Action:
Timing:

AUG 14 2015

EPISODE # 1034-230

Production:

1034/230

1034/230

ADVENTURE TIME



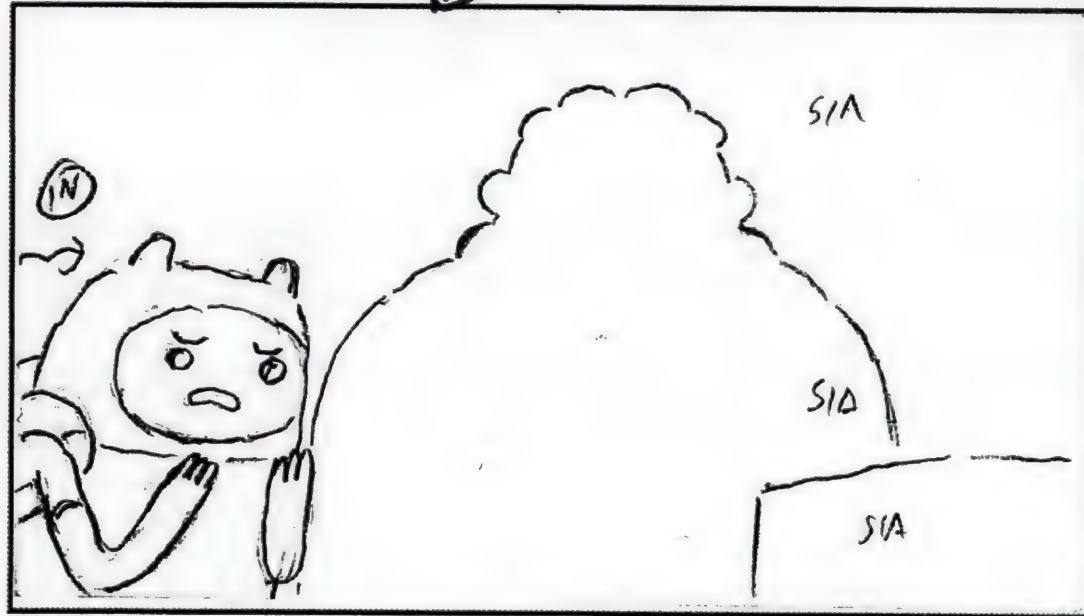
Page **158**

Sc. **118**

Pnl. **B**

Bg.

day night

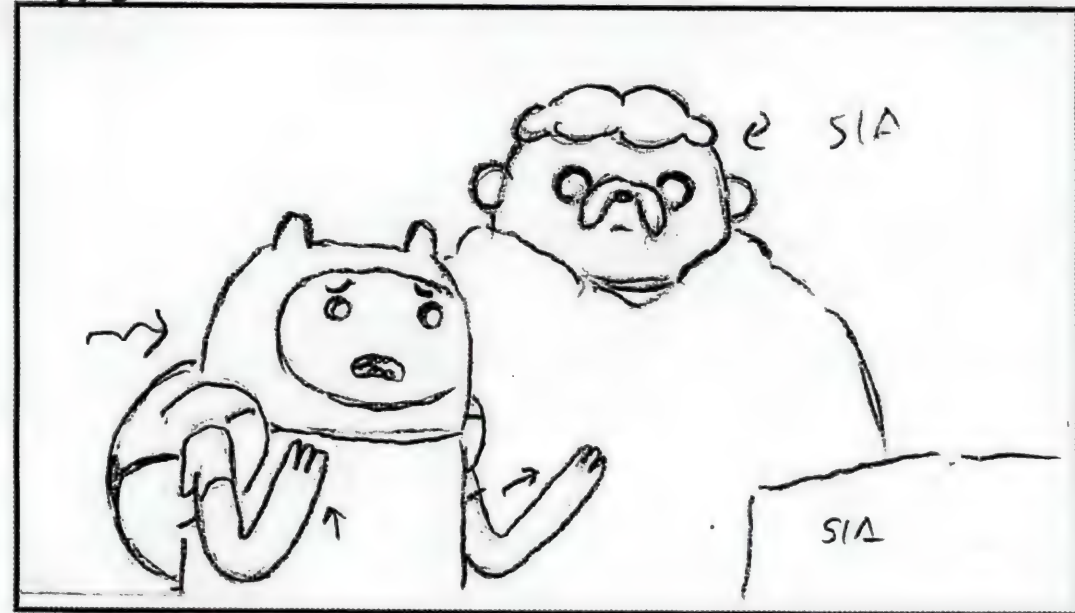


Sc. **118**

Pnl. **C**

Bg.

day night



Dialog:

(F) = HE'S LIKE --

(F) = MY SON.

Action:

-F. WALKS ON/S.

Timing:

AUG 14 2015

EPISODE # 1034-230

Production:

1034/230

1034/230

1034/230

ADVENTURE TIME



Sc. 118

Pnl. **D**

Bg.

day night

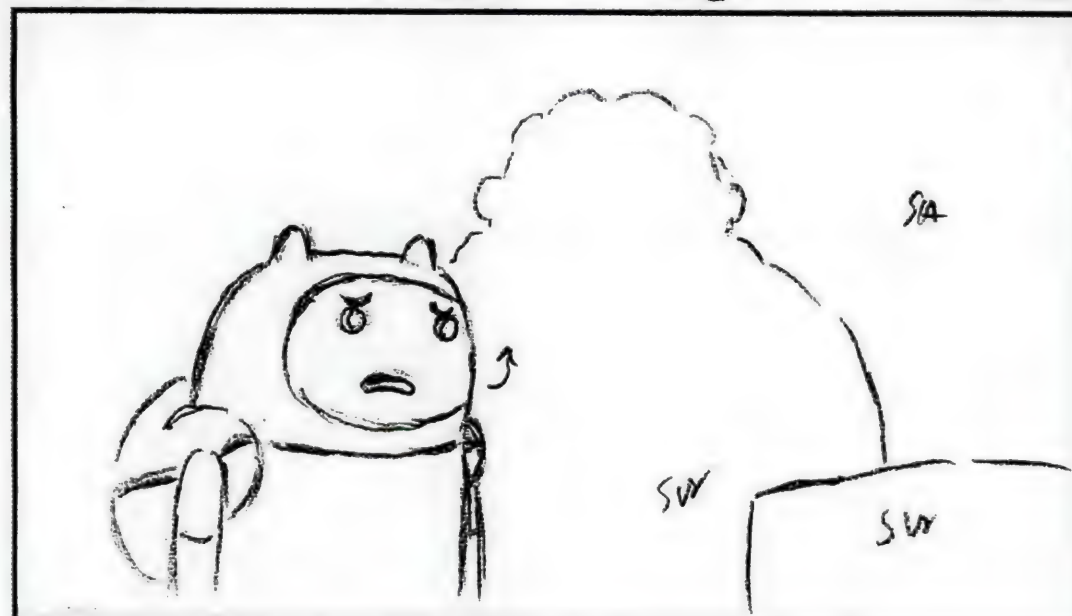


Sc. 118

Pnl. **E**

Bg.

day night



Dialog:

(F): IF... IF I WAS A BETTER PERSON, WOULD I BE TURNIN' MY FRIENDS INTO →

(F): BETTER THINGS?

Action:

Timing:

AUG 14 2015

EPISODE # 1034-230

Production:

1034/230

ADVENTURE TIME



Sc. 119

Pnl. A

Bg.

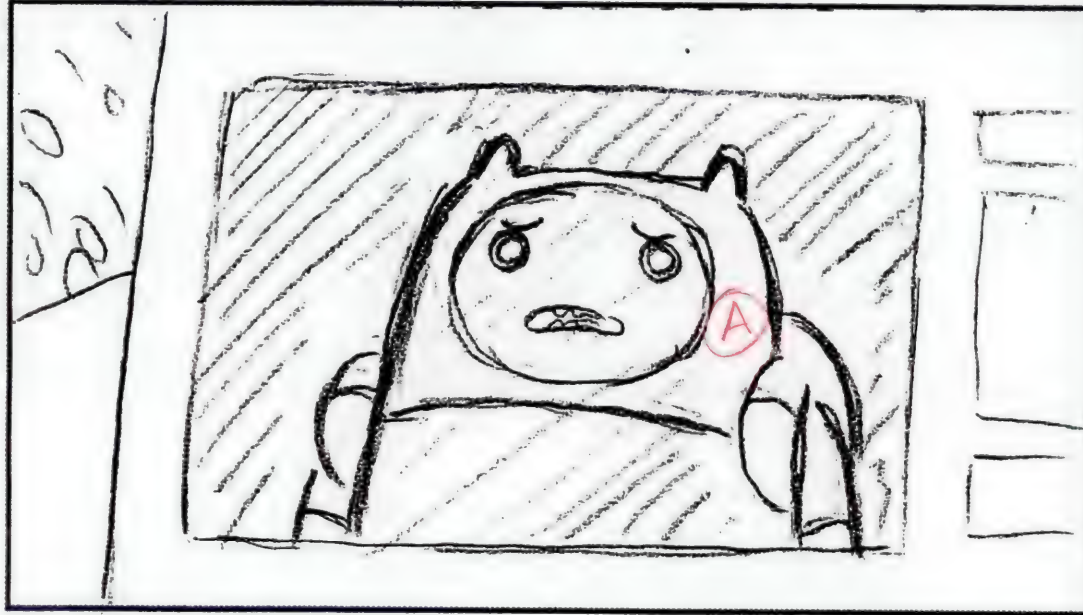
day night

Sc. 119

Pnl. B

Bg.

Page 160
day night



Dialog:

①: AM I ... UNCARING?
(INCREASINGLY
FREAKED OUT)

②: ... JUDGEMENTAL?

Action:

- REFLECTION IN
MICROWAVE.



- FINN STARTS TO
TRANSFORM.

Timing:

AUG 14 2015

1034-230
EPISODE #

Production:

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ADVENTURE TIME

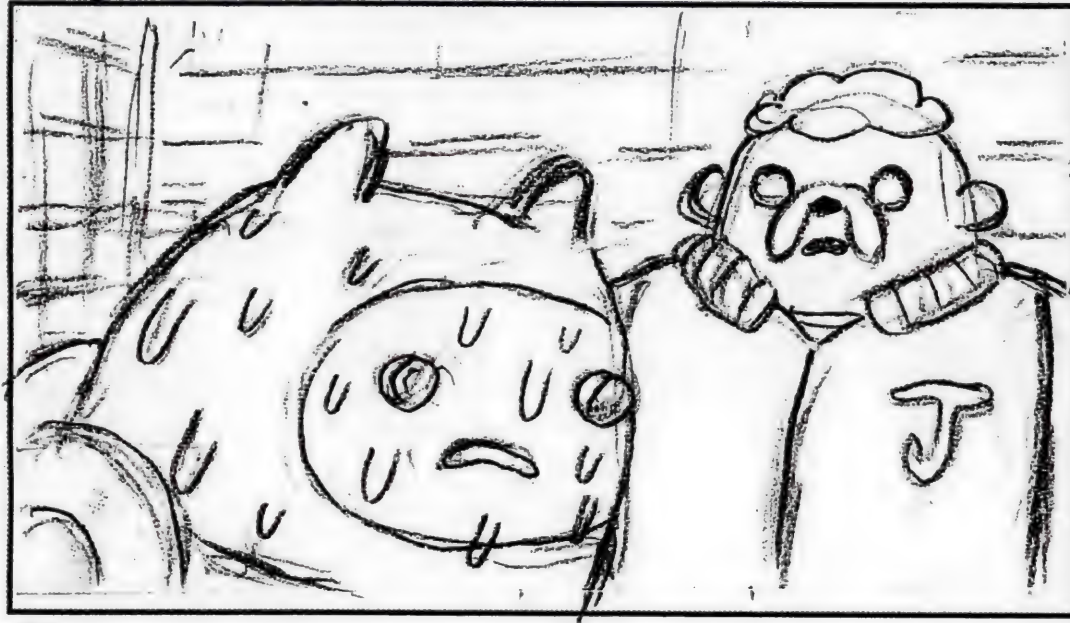


Sc. **120**

Pnl. **A**

Bg.

day night



Sc. **120**

Pnl. **B**

Bg.

day night



Dialog:

Ⓣ UH... FINN?

Action:

Ⓣ SELF - CENTERED --
(VOICE CHANGING?) (BUILDING)

Timing:

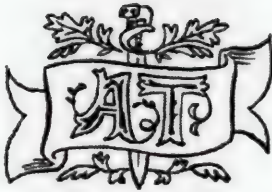
AUG 14 2015

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Production:

1034/230

ADVENTURE TIME



Sc. **120**

Pnl. **C**

Bg.

day night

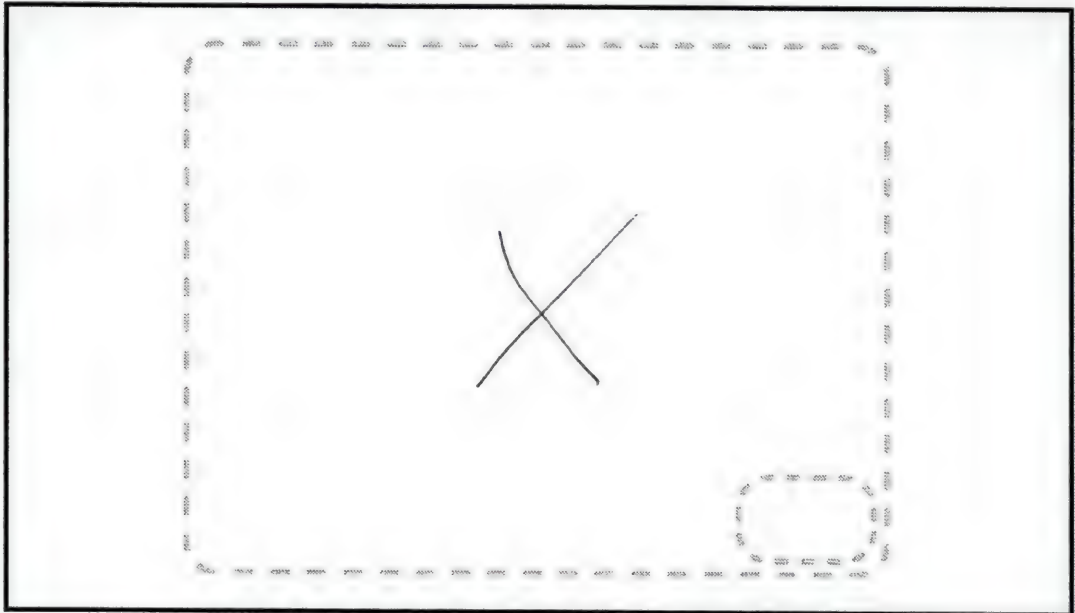


Sc.

Pnl.

Bg.

day night



Dialog:

F/ Monstorous?

Action:

- F FILLS THE SCREEN

Timing:

AUG 14 2015

EPISODE # 1034-230

Production:

1034/230

1034/230

ADVENTURE TIME



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Sc. **120**

Pnl. **D**

Bg.

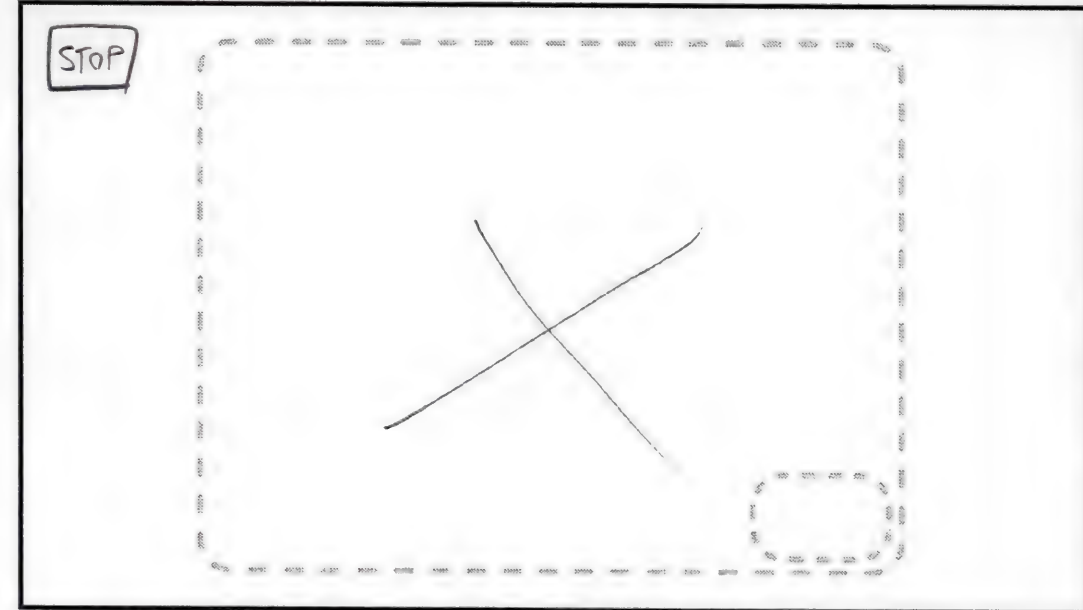
day night

Sc.

Pnl.

Bg.

day night



- PAN UP TO SHOW
MARTIN-FINN MONSTER

(START)

AUG 14 2015

EPISODE # **1034-230**

Production:

1034/230

ADVENTURE TIME

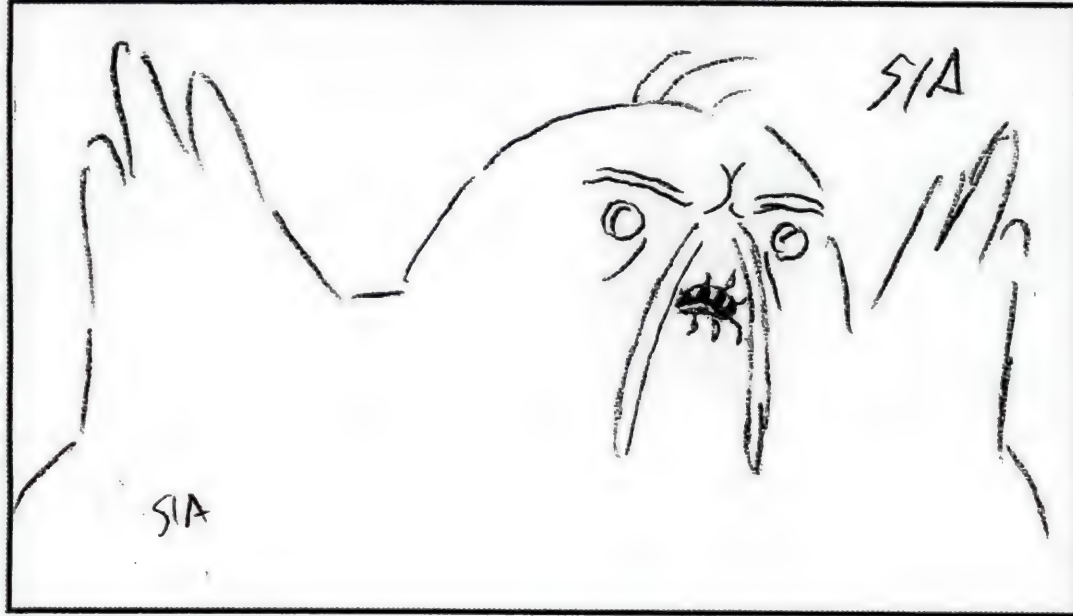


Sc. 120

Pnl. E

Bg.

day night



Sc. 121

Pnl. A

Bg.

day night



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EPISODE # 1034-230

Dialog:

ⓕ I ... I'm ...

-BEAT- ①

ⓕ: PM → ②

Action:

Timing:



AUG 14 2015

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1034/230

ADVENTURE TIME



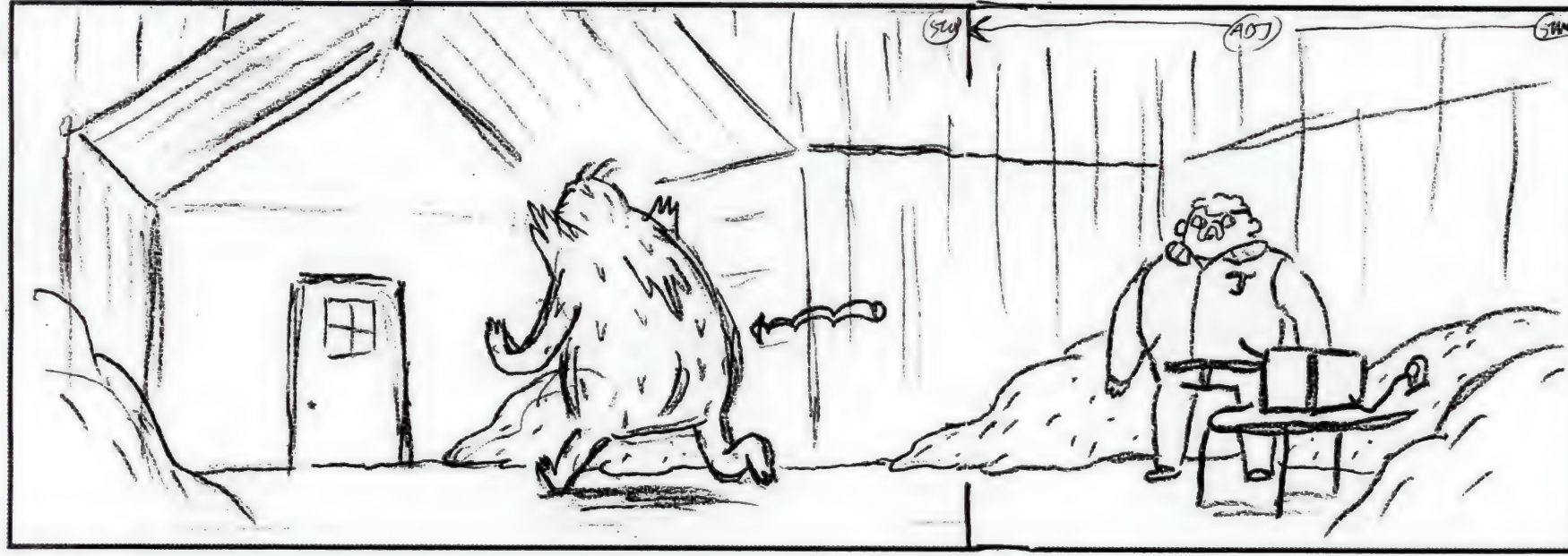
Page **165**

Sc. **121**

Pnl. **B**

Bg.

day night



Dialog:

(P): ... A HUGE WAAAAA —→

Action:

— FINN MONSTER RUNS TOWARD DOOR
— ADT w/ F.M.

Timing:

AUG 14 2015

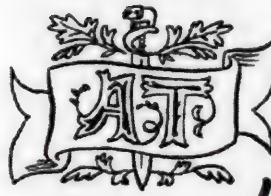
1034-230

EPISODE #

Production:

1034/230

ADVENTURE TIME



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Sc. **121**

Pnl. **C**

Bg.

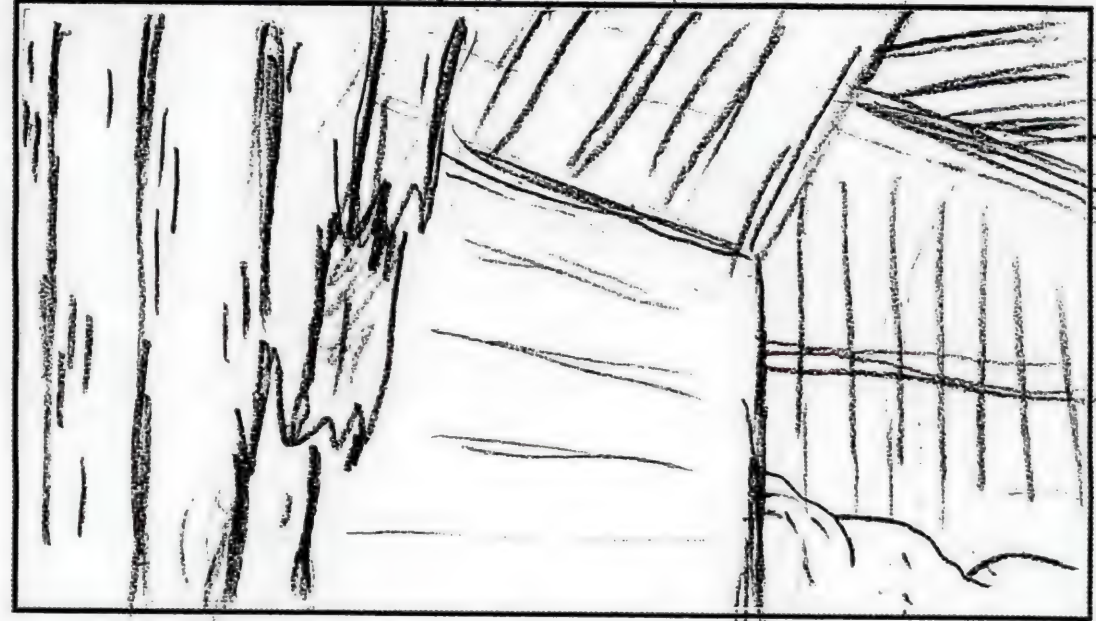
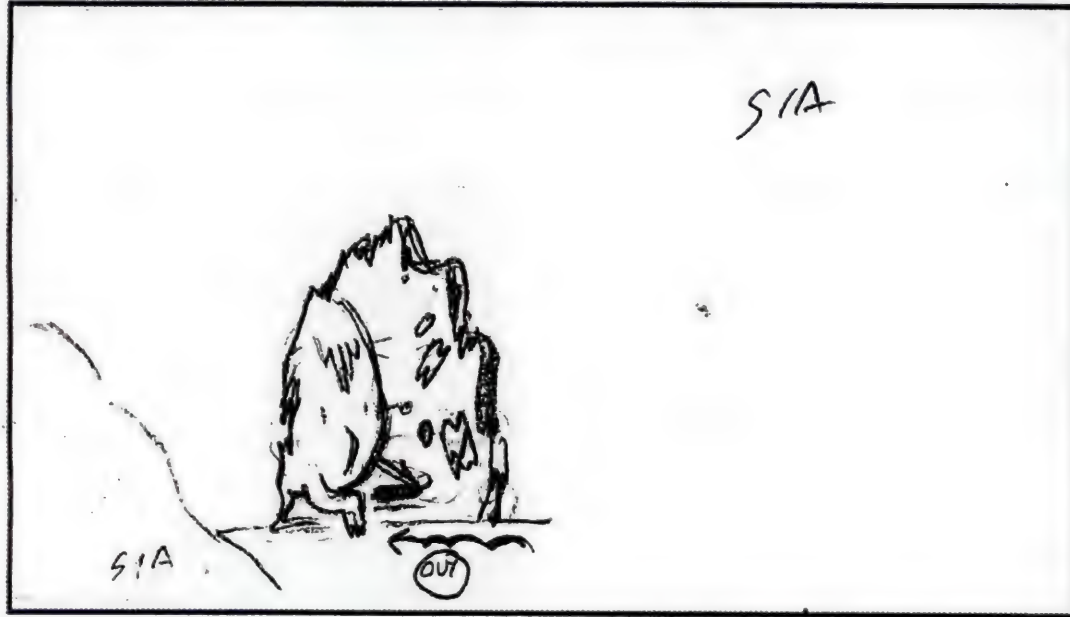
day night

Sc. **122**

Pnl. **A**

Bg.

day night



Dialog:

(F): ... AAA D
SFX: *CRASH*

Action:

- FIMM MONSTER
CRASHES THROUGH DOOR

Timing:



SP

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EPISODE #

Production:

1034/230

1034/230

ADVENTURE TIME



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Sc. **122**

Pnl. **B**

Bg.

day night

Sc. **122**

Pnl. **C**

Bg.

day night



Dialog:

⑦ FINN!

⑦: YOU'RE BEING MELODRAMATIC!

Action:

-JAKE RUNS ON/S.

Timing:



AUG 14 2015

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EPISODE # 1034-230

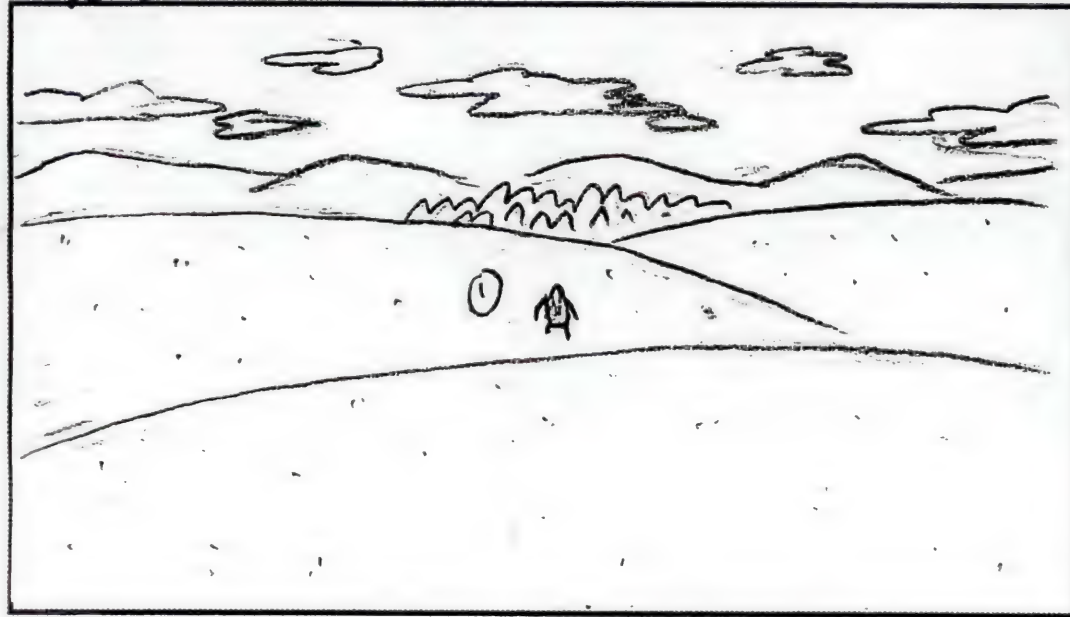
1034/230

ADVENTURE TIME

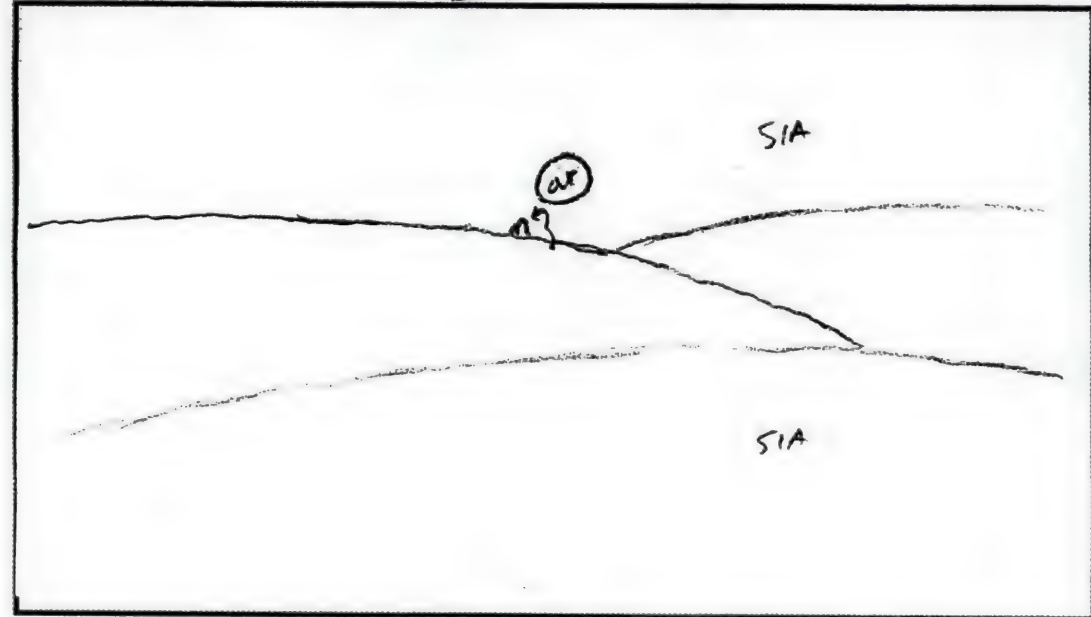


Page **168**

Sc. **123** Pnl. **A** Bg. day night



Sc. **123** Pnl. **B** Bg. day night



<p>Dialog:</p>		
<p>Action:</p> <p>- FINN RUNS INTO DISTANCE.</p>		<p>- FINN DISAPPEARS OVER HILL</p>
<p>Timing:</p>		<p>AUG 14 2015</p>

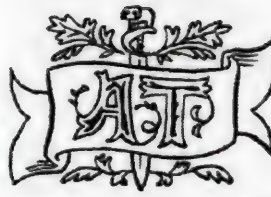
EPISODE # 1034-230

Production:

1034/230

1034/230

ADVENTURE TIME



Sc. **124**

Pnl. **A**

Bg.

day night

Sc. **124**

Pnl. **B**

Bg.

Page **169**
day night



Dialog:

⊖ : (INHALE)

Action:

Timing:

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Production:

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1034/230

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ADVENTURE TIME



Sc. 124

Pnl. C

Bg.

day night

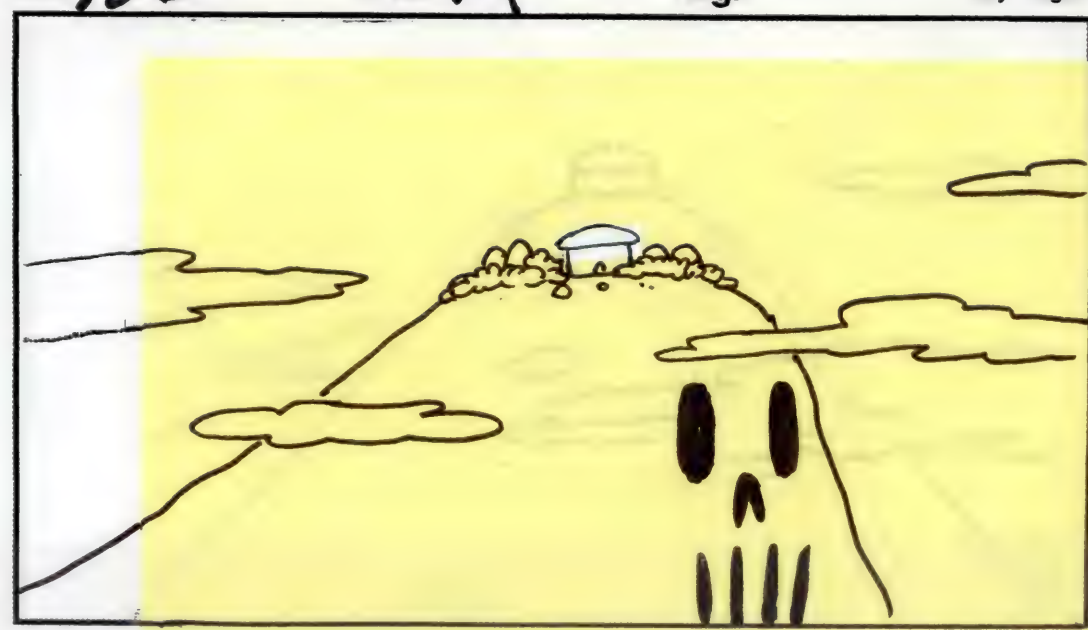


Sc. 125

Pnl. A

Bg.

Page 170
day night



Dialog:	
(S) (SIGH)	
Action:	- EST SHOT of DEAD MOUNTAIN.
Timing:	AUG 14 2015



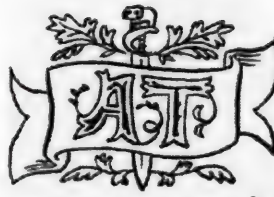
1034-230

EPISODE #

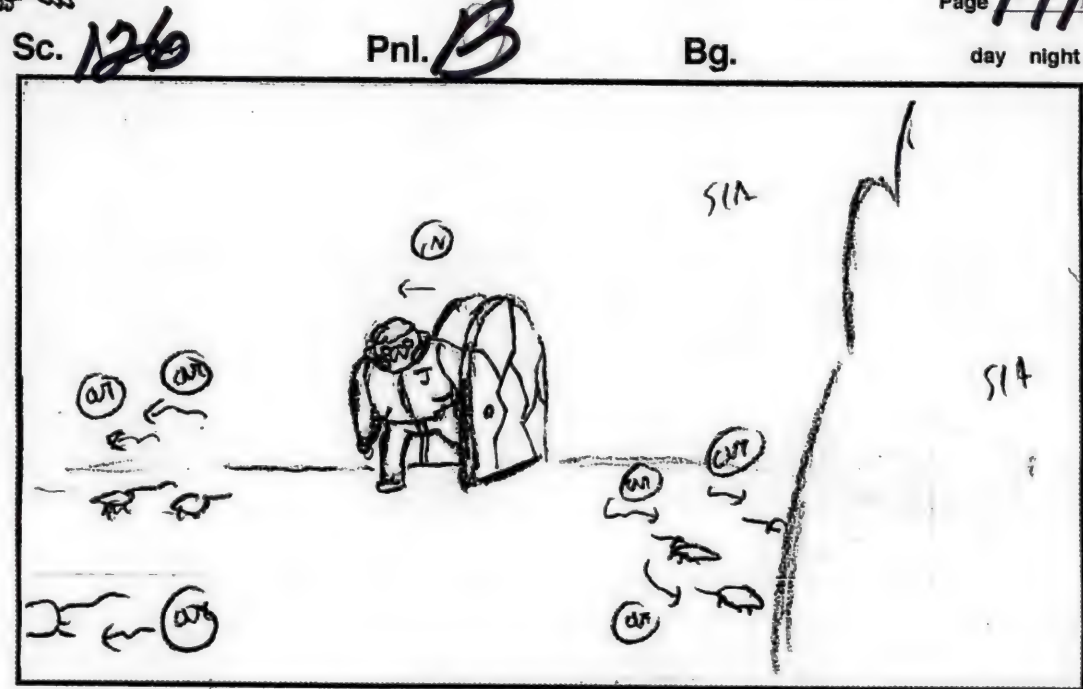
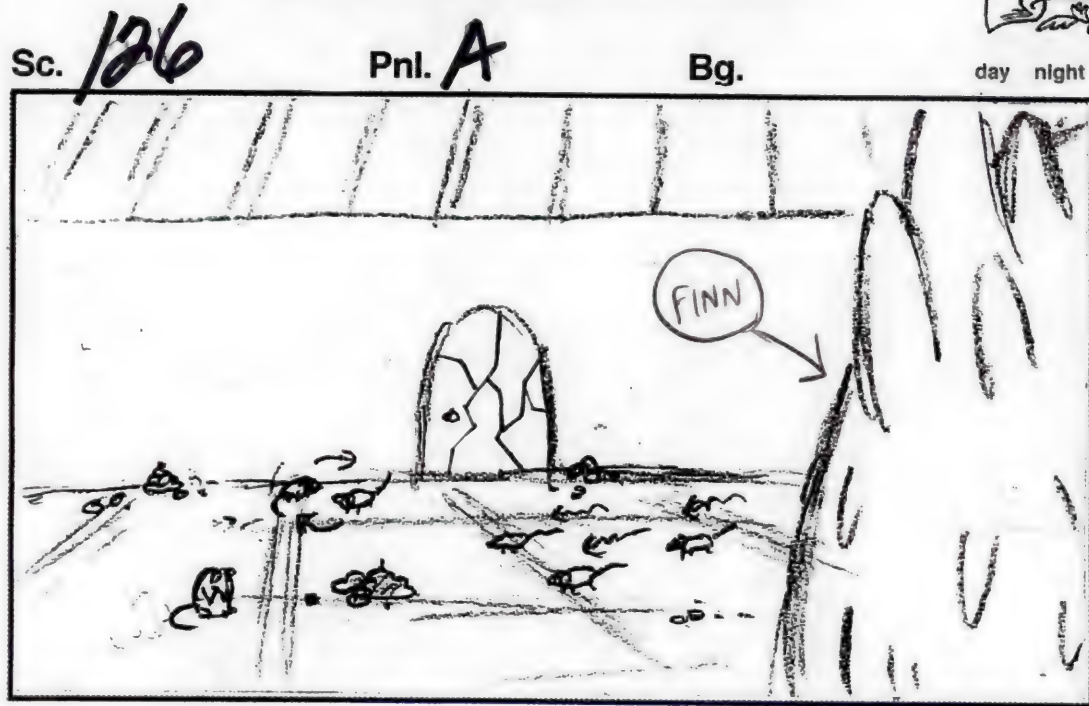
Production:

1034/230

ADVENTURE TIME



Page **171**
day night



Dialog:

SFX: [RAT WALLA]

(F) I KNOW IT'S YOU...

(J) HEY BUDDY --

Action:

— RATS + POOP

— JAKE STEPS IN, SCARY
— RATS DISPERSE

Timing:

AUG 14 2015

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Production:

1034/230

ADVENTURE TIME



Page

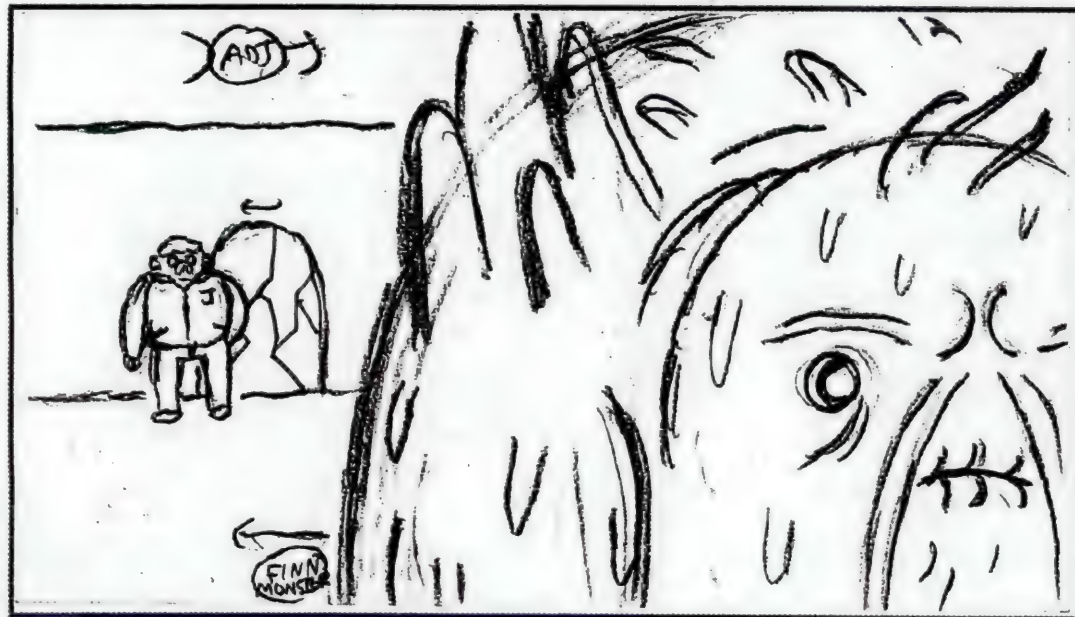
172

Sc. 126

Pnl. C

Bg.

day night

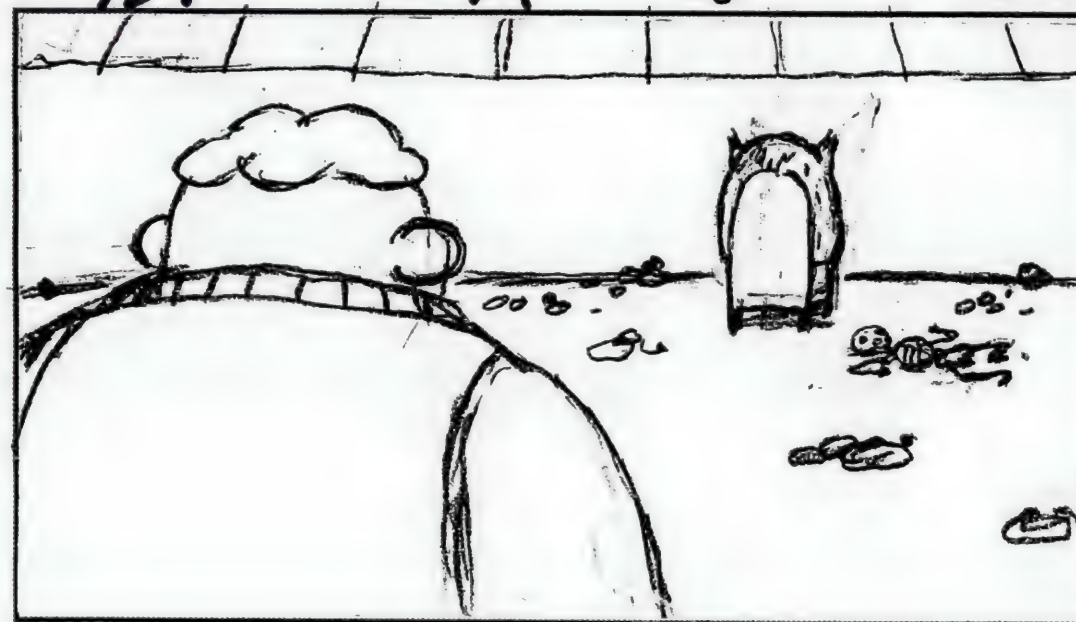


Sc. 127

Pnl. A

Bg.

day night



Dialog:

Ⓢ I FIGURED YOU'D
COME BACK HERE.

Action:

- ADJ RIGHT +
- FINN MONSTER PULLS INTO FRAME
- JAKE CLOSSES DOOR SOFTLY

Timing:



Ⓢ DONT LOOK AT ME, JAKE.

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ADVENTURE TIME



Sc. **128**

Pnl. **A**

Bg.

day night



Sc. **129**

Pnl. **A**

Bg.

Page **173**
day night



Dialog:

... (F):
MIGHT TURN YOU INTO
A MICROWAVE.

Action:

Timing:



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Production:

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ADVENTURE TIME



Sc. 129

Pnl. **B**

Bg.

day night

Sc. 129

Pnl. **C**

Bg.

Page

174

day night



Dialog:

⑤ BALONEY!

Action:

-JAKE STRIDES FORWARD OFF/S.

Timing:

AUG 14 2015

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Production:

1034/230

ADVENTURE TIME



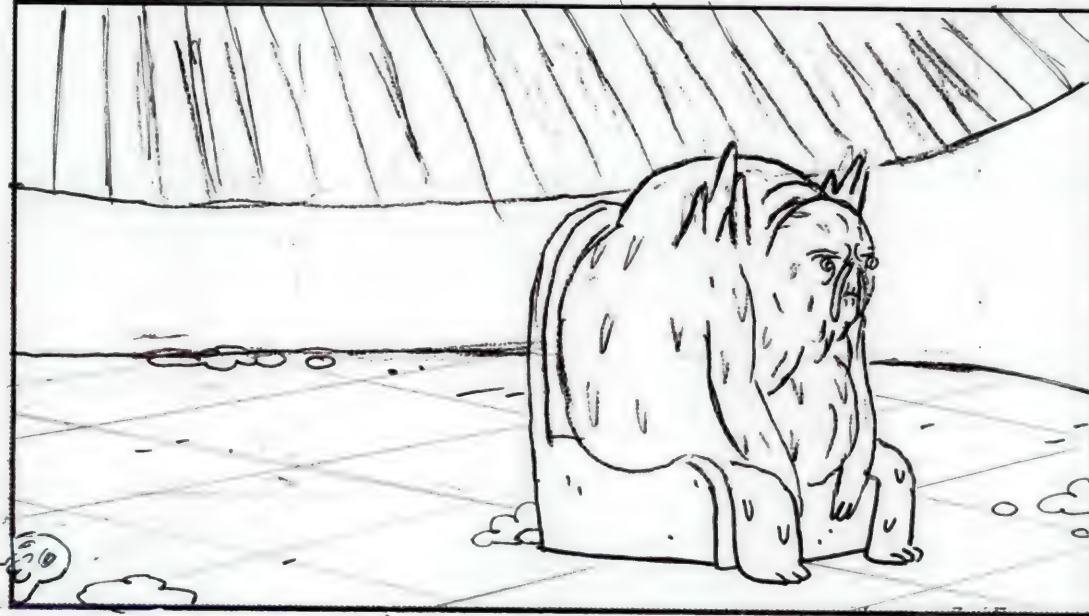
Page **175**

Sc. **130**

Pnl. **A**

Bg.

day night

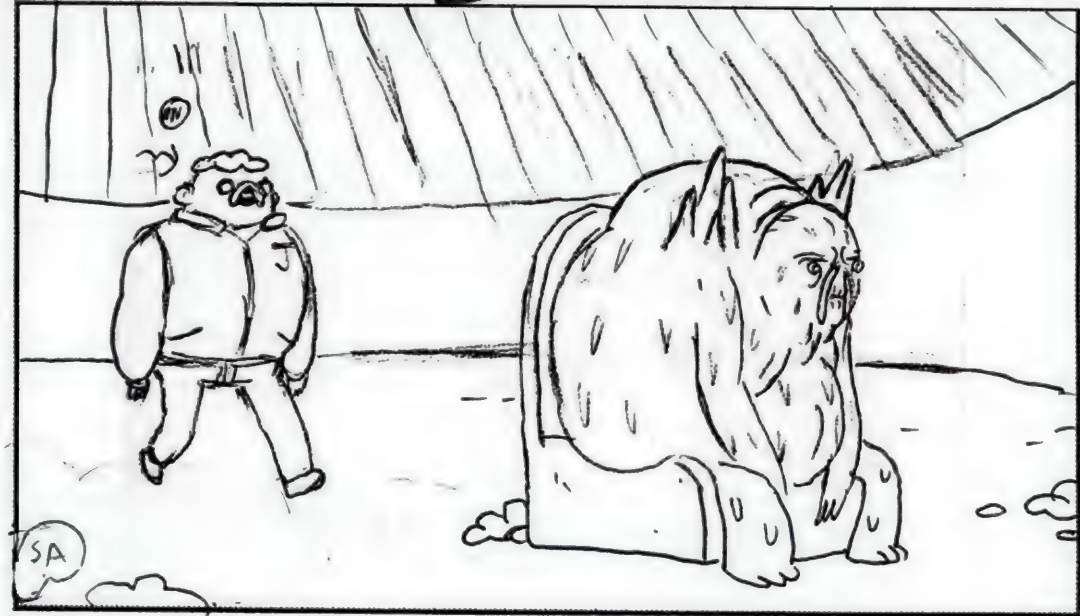


Sc. **130**

Pnl. **B**

Bg.

day night



Dialog:

⑤ YOU TURNED NEPTIC INTO
A MICROWAVE BECAUSE

Action:

-J WALKS UP TO HNN

Timing:

AUG 14 2015

EPISODE # 1034-230

Production:

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ADVENTURE TIME



Sc. 130

Pnl. *C*

Bg.

day night



Sc. 130

Pnl. *D*

Bg.

day night



Dialog:

① HE'S A MICROWAVE.

② BUT THAT DOESN'T MEAN
THAT'S ALL HE IS TO YOU.

Action:

-J STOPS BEHIND F

Timing:

AUG 14 2015

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Production:

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ADVENTURE TIME



Page **177**

Sc. **131**

Pnl. **A**

Bg.

day night



Sc. **131**

Pnl. **B**

Bg.

day night



Dialog:

① I MEAN ...

② I KNOW YOU THINK
NEPTR IS AN
INTERESTING PERSON...

Action:

Timing:

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ADVENTURE TIME



Sc. 131

Pnl. C

Bg.

day night

Sc. 131

Pnl. D

Bg.

Page 178
day night



Dialog:

① AND I KNOW YOU KNOW THAT
"MICROWAVE" IS JUST ONE
PART OF HIS PERSONALITY.

② = I MEAN...

Action:

Timing:



AUG 14 2015

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1034/230

ADVENTURE TIME



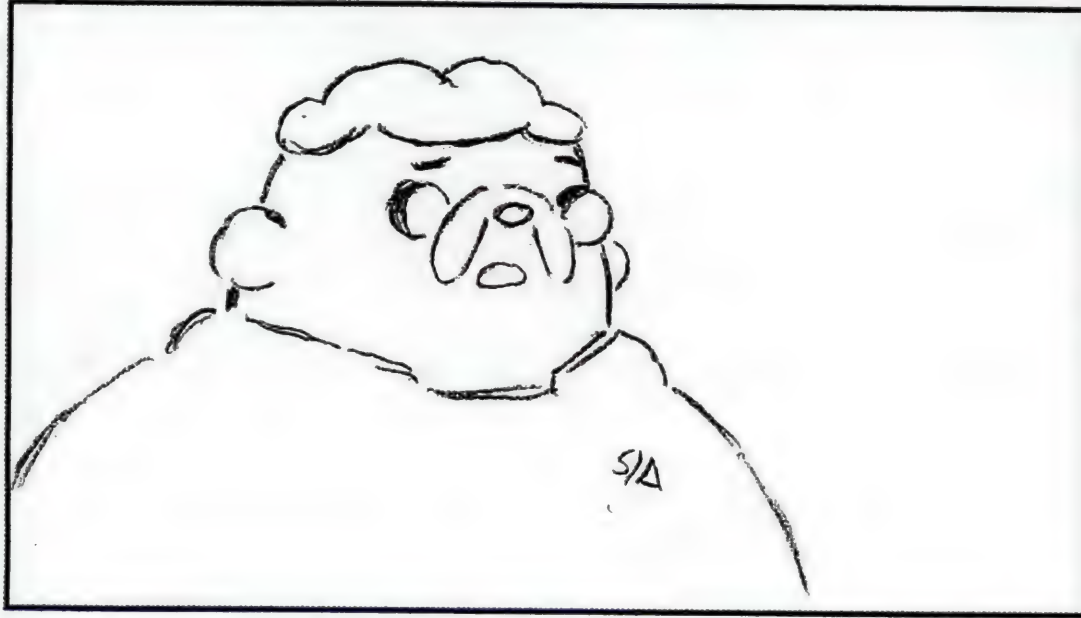
Page **179**

Sc. **131**

Pnl. **E**

Bg.

day night



Sc. **132**

Pnl. **A**

Bg.

day night



Dialog:

⑦: MAYBE YOUR EYES
ARE JUST... BAD AT
DESCRIBING THINGS,
Y'KNOW...

Action:

(O/S)
⑦: LIKE... HOW
YOU FEEL ABOUT
PEOPLE...

Timing:

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EPISODE #
1034-230

Production:

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ADVENTURE TIME



Sc. 132

Pnl. B

Bg.

day night

Sc. 133

Pnl. A

Bg.

Page 180
day night



Dialog:

(015)
⑤ "WHAT THEY MEAN
TO YOU..."

⑤ THAT'S STUFF'S IN YOUR
GUTS.

Action:

Timing:



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Production:

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ADVENTURE TIME



Sc. 133

Pnl. B

Bg.

day night

Sc. 133

Pnl. C

Bg.

Page

181

day night



Dialog:

Ⓟ EYES CAN'T
GROK THAT.

Ⓟ UNLESS YOU HAVE THE
EYES OF LIKE, A TRAINED
ARTIST OR SOMETHING.

Action:

Timing:

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Production:

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1034/230

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ADVENTURE TIME



Page **182**

Sc. **133**

Pnl. **D**

Bg.

day night



Sc. **133**

Pnl. **E**

Bg.

day night



Dialog: (5) ① BUT ② YOU DON'T.

Action:

Timing:



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Production:

1034/230

ADVENTURE TIME



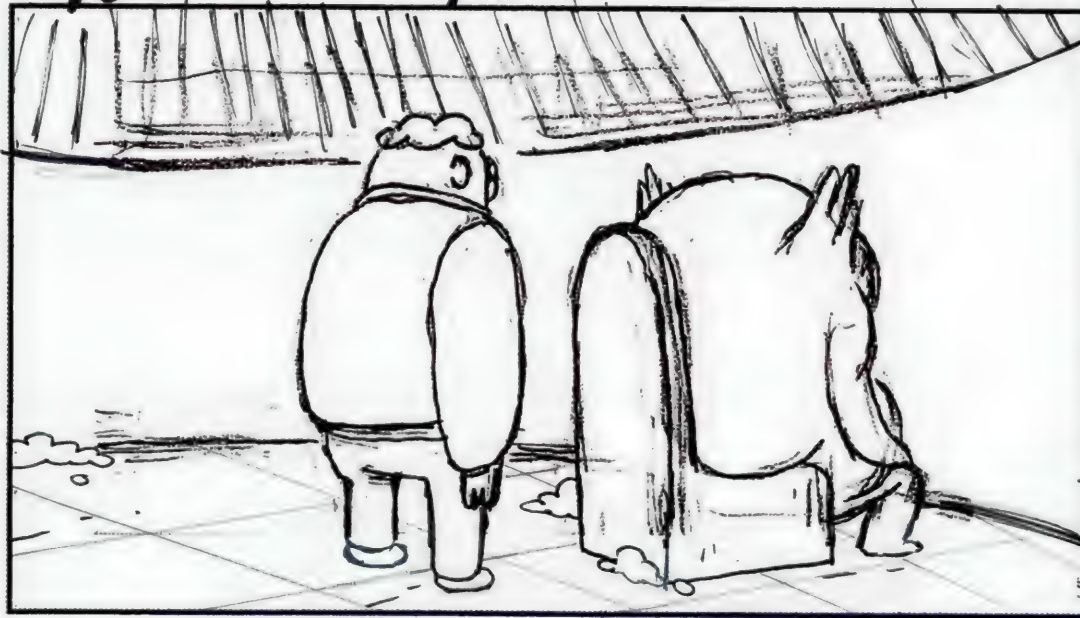
Page **183**

Sc. **134**

Pnl. **A**

Bg.

day night

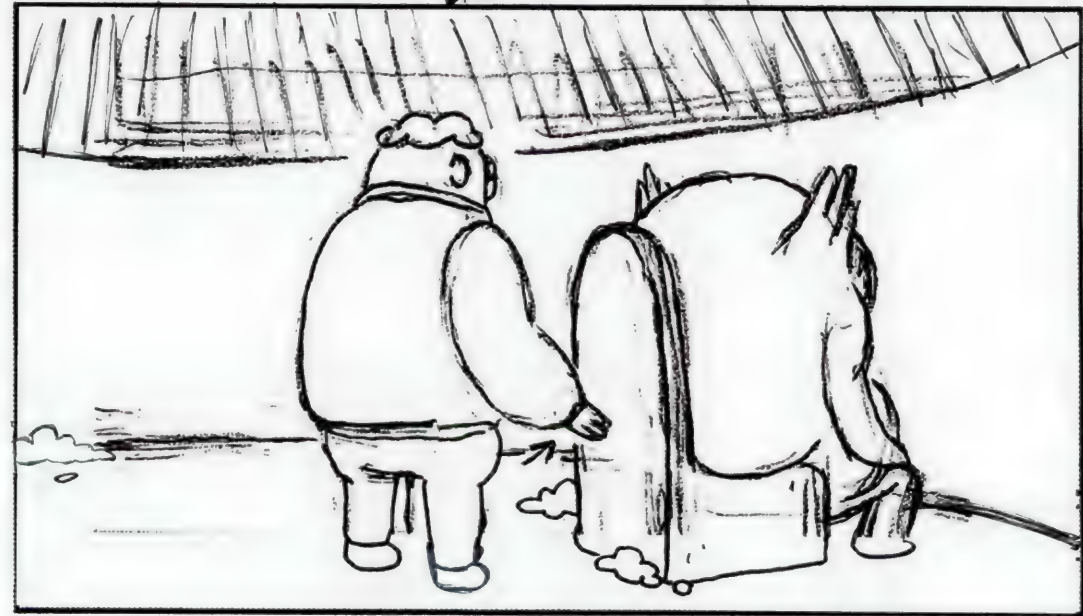


Sc. **134**

Pnl. **B**

Bg.

day night



Dialog:

① I'M TELLIN' YOU, MAN.

① YOU'RE NOT A BAD DUDE
LIKE THIS SKELETON BRO...

Action:

Timing:

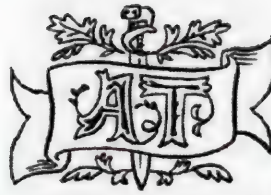
AUG 14 2015

EPISODE # 1034-230

Production:

1034/230

ADVENTURE TIME



Page **184**

Sc. **135**

Pnl. **A**

Bg.

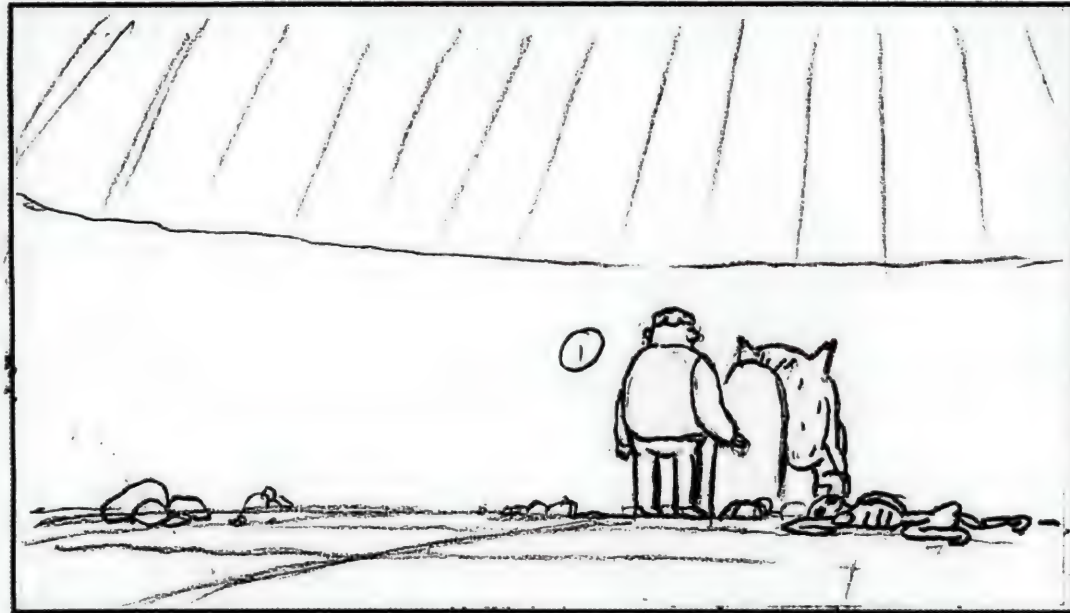
day night

Sc. **135**

Pnl. **B**

Bg.

day night



Dialog:

① OR YOU'D BE TURNIN
EVERYONE INTO RATS
AND plops.

Action:

① - J THROWS HIS
ARMS UP

Timing:



- J PUTS HIS ARMS DOWN
- RATS SCURRY ACROSS SCREEN
- ONE RAT STOPS TO POOP



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ADVENTURE TIME



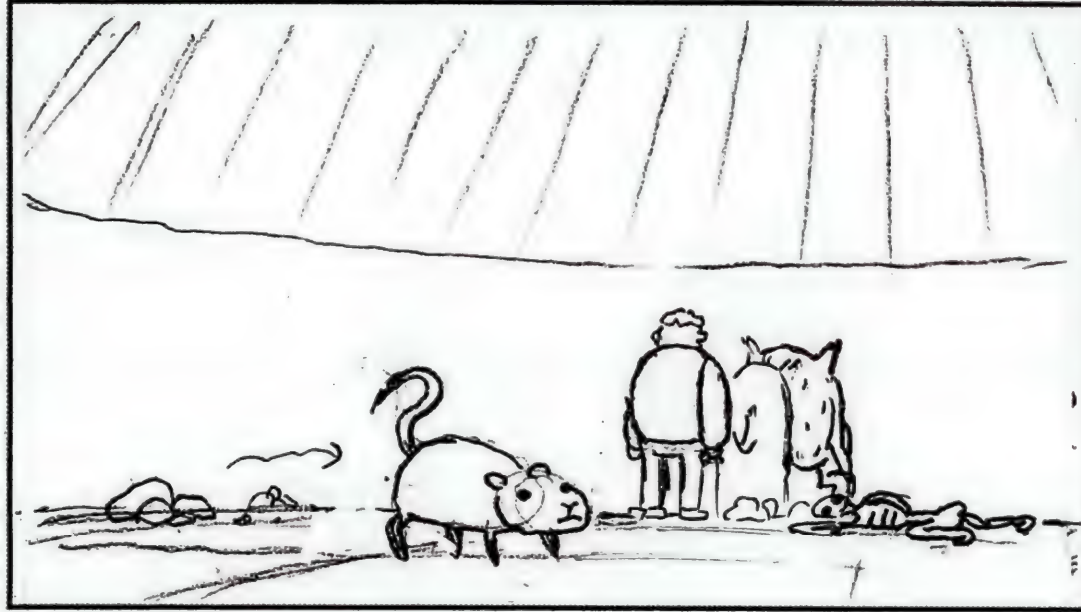
Page **185**

Sc. **135**

Pnl. **C**

Bg.

day night



Sc. **136**

Pnl. **A**

Bg.

day night



Dialog:

Ⓕ : [SLOW INHALE
SLOW EXHALE]

Action:

— RATS EXIT SCREEN

Timing:

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Production:

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1034/230

ADVENTURE TIME

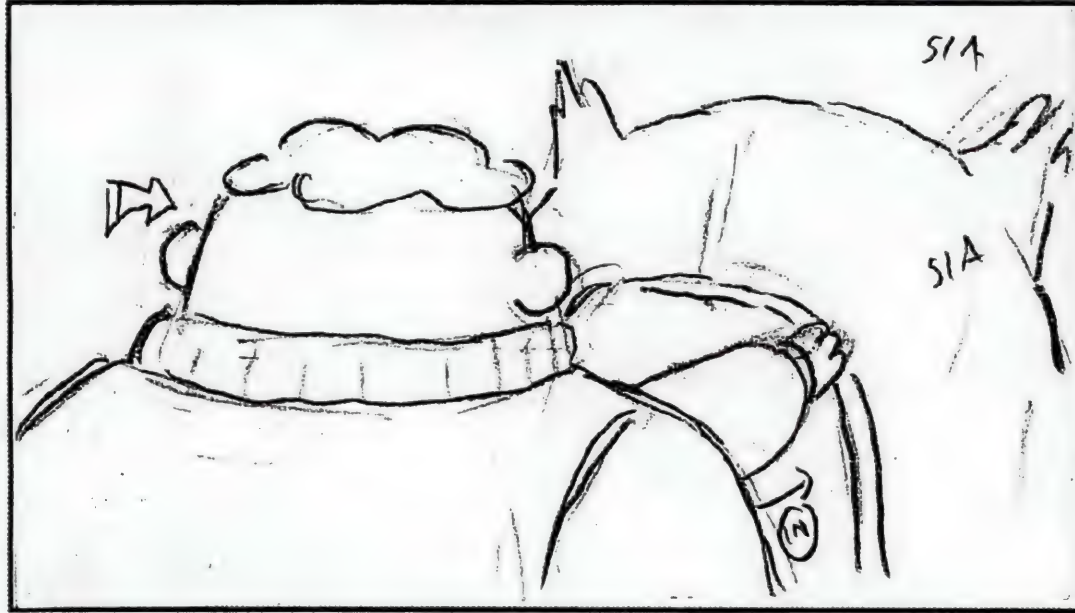


Sc. 136

Pnl. **B**

Bg.

day night



Sc. 136

Pnl. **C**

Bg.

day night



Dialog:

**① = NOW COMON,
LOOK AT ME!**

Action:

-J GRABS CHAIR

Timing:

**-J. SPINS F.
AROUND TO FACE
HIM.**



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ADVENTURE TIME



Page **187**

Sc. **136**

Pnl. **D**

Bg.

day night

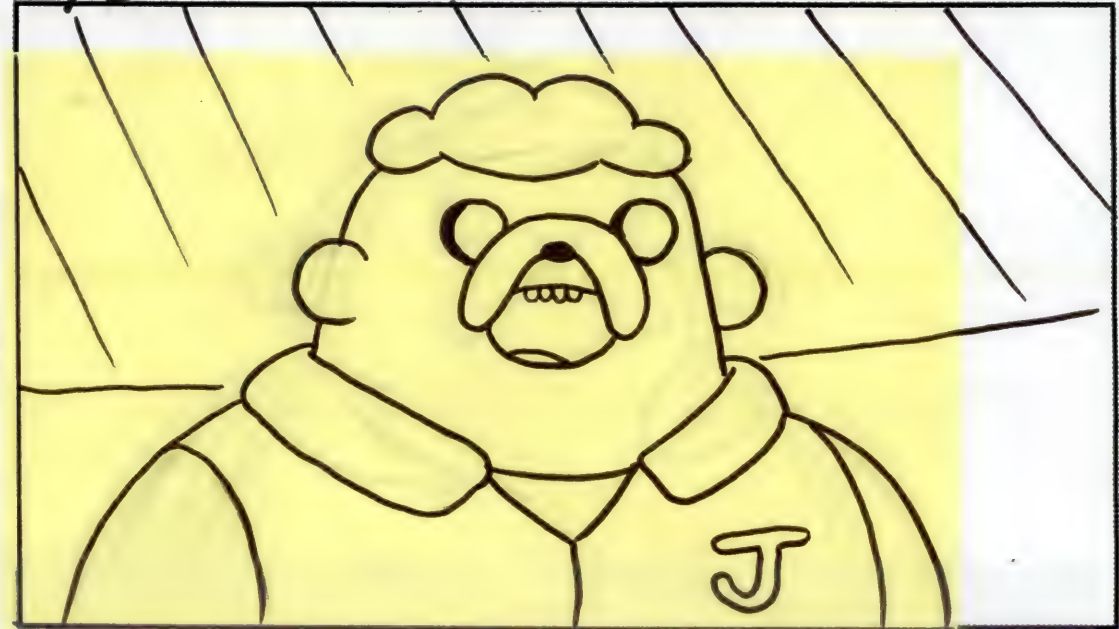


Sc. **137**

Pnl. **A**

Bg.

day night



Dialog:

(F): TAKE, YOU'RE SO WISE

(J) HECK YEAH I AM!

Action:

Timing:

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Production:

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ADVENTURE TIME



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Sc. **138**

Pnl. **A**

Bg.

day night

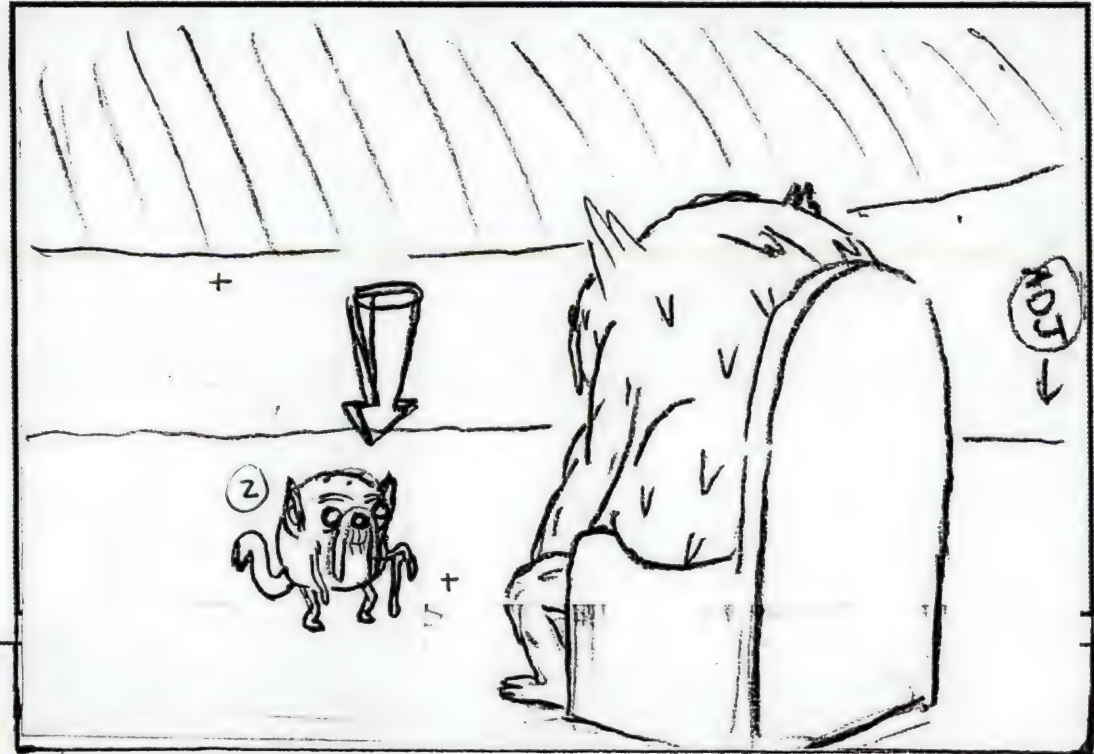


Sc. **138**

Pnl. **B**

Bg.

day night



Dialog:

Sfx: * SHYUU *

Action:

Timing:



- J SHRINKS INTO OLD ELFLIKE
CREATURE
- ADJ W/ JAKE.

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EPISODE #

Production:

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ADVENTURE TIME



Sc. **139**

Pnl. **A**

Bg.

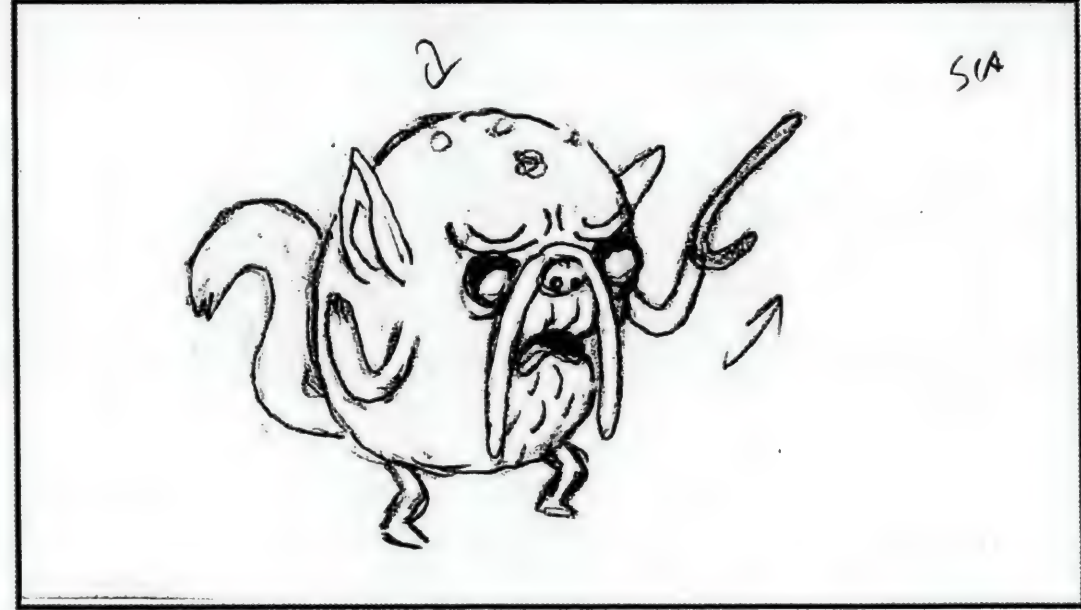
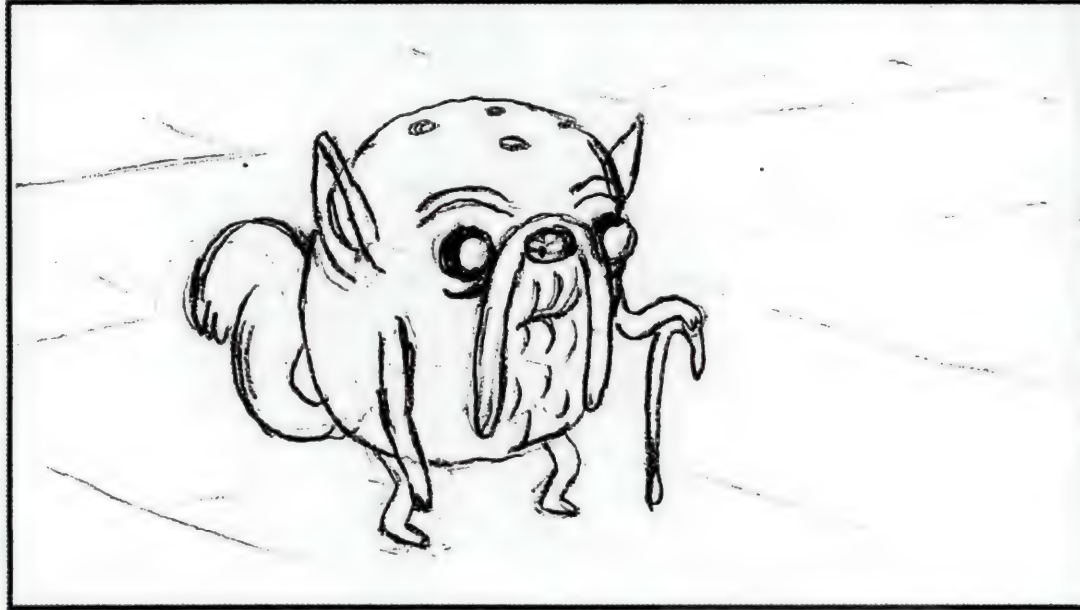
day night

Sc. **139**

Pnl. **B**

Bg.

Page **189**
day night



Dialog:

(J) WHAT!

Action:

**-J THROWS ARMS UP
-HOLD FOR BEAT**

Timing:

AUG 14 2015

EPISODE # **1034-230**

Production:

ADVENTURE TIME



Sc. 139

Pnl. C

Bg.

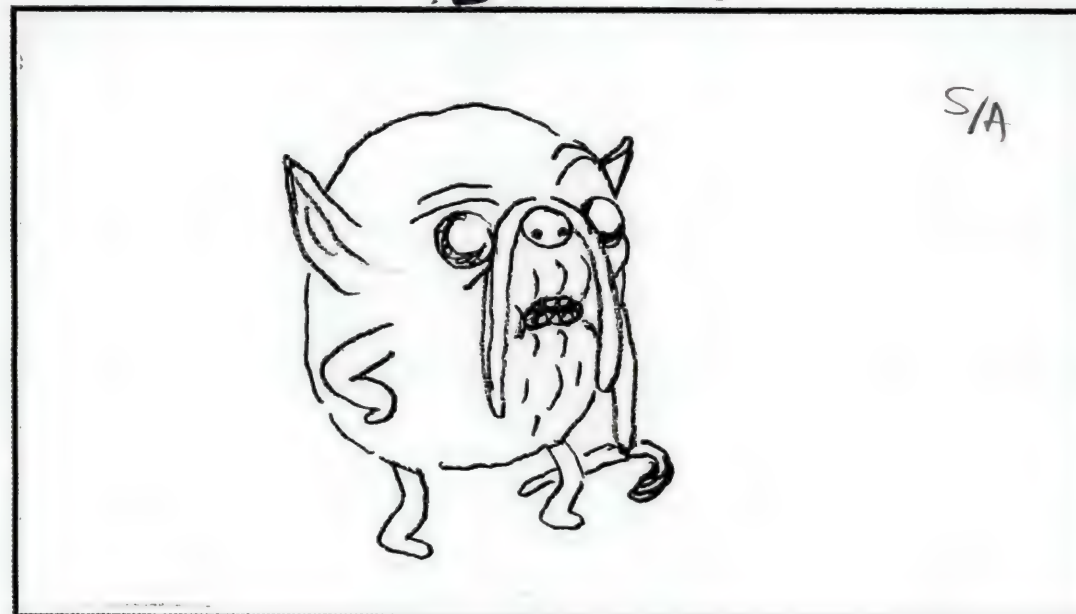
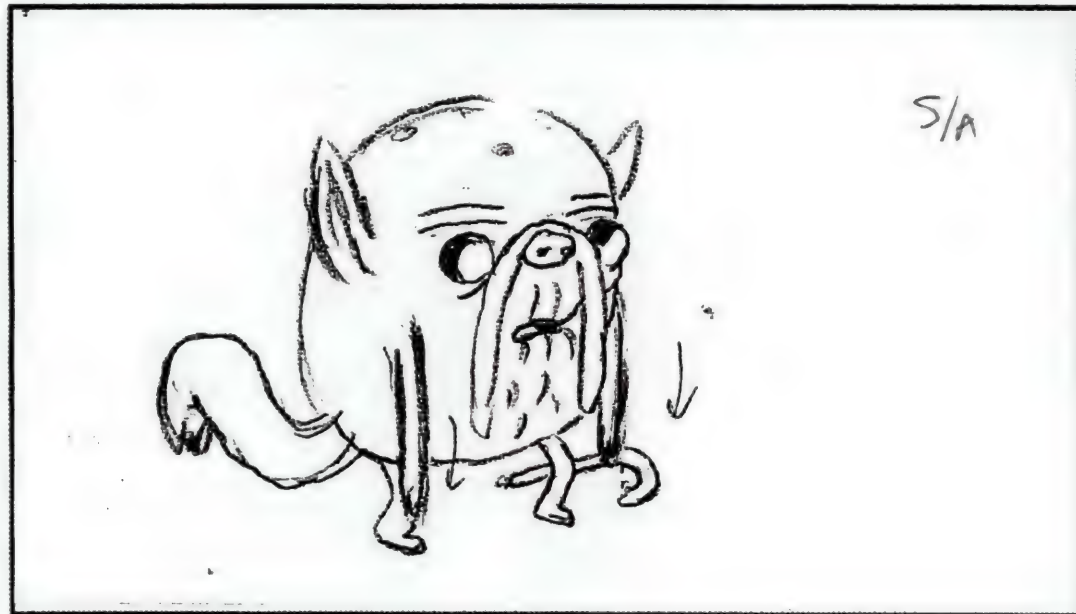
day night

Sc. 139

Pnl. D

Bg.

Page 190
day night



Dialog:

⑤ (Sigh)

⑤: WELL, AT LEAST YOU'RE LISTENING TO ME.

Action:

- J RELAXES HIS SHOULDERS

Timing:

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Production:

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ADVENTURE TIME



Page **191**
day night

Sc. **139**

Pnl. **E**

Bg.

day night

Sc. **139 cont**

Pnl.

Bg.

day night



WIPE

Dialog:

① WISE OLD JAXE GOT
A PLAN ②

Action:

- JAXE DOES SASSY
NECK ROLL +
SWINGS CANE

Timing:



AUG 14 2015

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Production:

1034/230

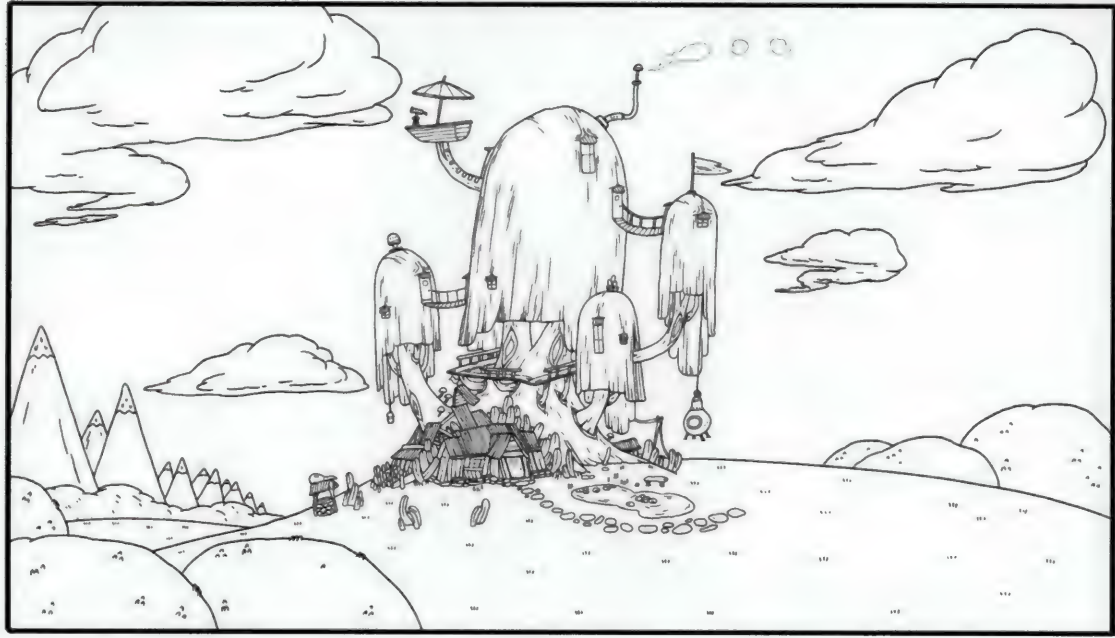
©2011 This material is the Property of The Cartoon Network, Inc. It is unpublished and must not be taken from the studio, duplicated or used in any manner, except for production purposes, and may not be sold or transferred.

1034/230

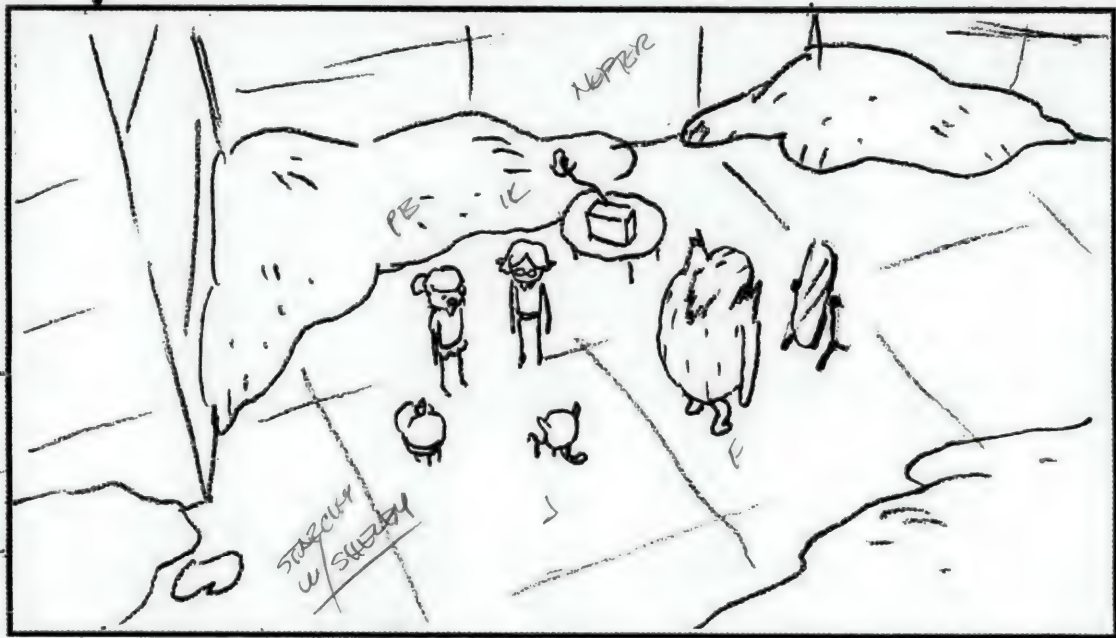
ADVENTURE TIME



Sc. **140** Pnl. **A** Bg. day night



Sc. **141** Pnl. **A** Bg. day night Page **192**



Dialog:

(J) PB? You wanna go first?

(PB) HE MAY NOT BE THE MOST CUNNING SOLDIER -

Action:

- EXT TREE HOUSE

Timing:

AUG 14 2015

EPISODE # 1034-230

Production:

1034/230

ADVENTURE TIME



Sc. 142

Pnl. A

Bg.

day night



Sc. 142

Pnl. B

Bg.

day night



Dialog:

(PB) BUT ONE THING ABOUT FINN
IS THAT HE ALWAYS PUTS OTHER
PEOPLE FIRST ..

Action:

Timing:

(PB) AND THAT MAKES HIM A
TRUE HERO.

AUG 1 4 2015

Page 193

EPISODE # 1034-230

Production:

1034/230

1034/230

ADVENTURE TIME



Page **194**

Sc. **142** Pnl. **C** Bg. day night



Dialog:

Action:

-PAN RIGHT TO FINN LOOKING IN MIRROR

Timing:

AUG 14 2015

EPISODE # 1034-230

Production:

1034/230

ADVENTURE TIME



Page **196**

Sc. **143**

Pnl. **A**

Bg.

day night



Sc. **143**

Pnl. **B**

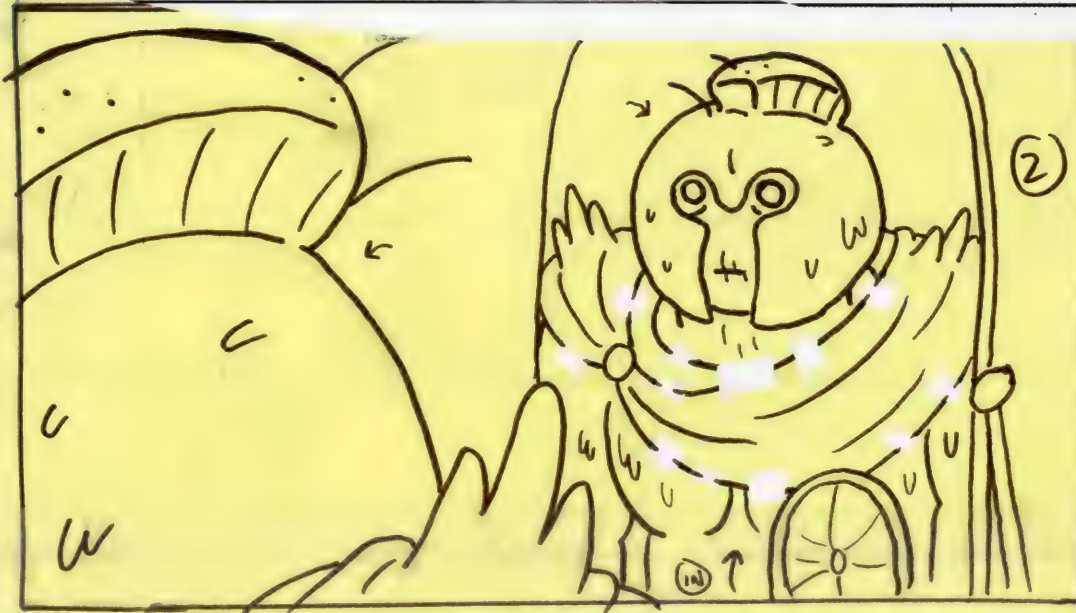
Bg.

day night



EPISODE # **1034-230**

Production:



SFX: * SHYUU *

- F MORPHS INTO "SOLDIER"
FOR A BEAT

AUG 14 2015

1034/230

ADVENTURE TIME



Page **196**

Sc. **143**

Pnl. **C**

Bg.

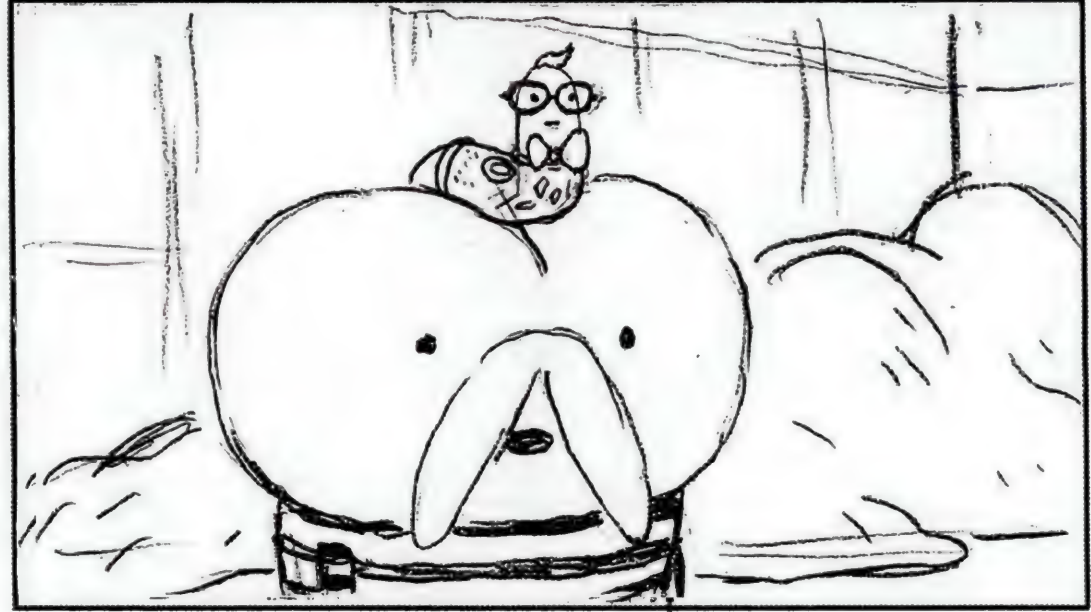
day night

Sc. **144**

Pnl. **A**

Bg.

day night



Dialog:

STARBUK FINN HELPED
STARBUK FART ONCE.

Action:

— F MORPHS BACK INTO
MONSTER, KEEPING HERO
CLOTHES

Timing:

AUG 14 2015

EPISODE # 1034-230

Production:

1034/230

1034/230

ADVENTURE TIME



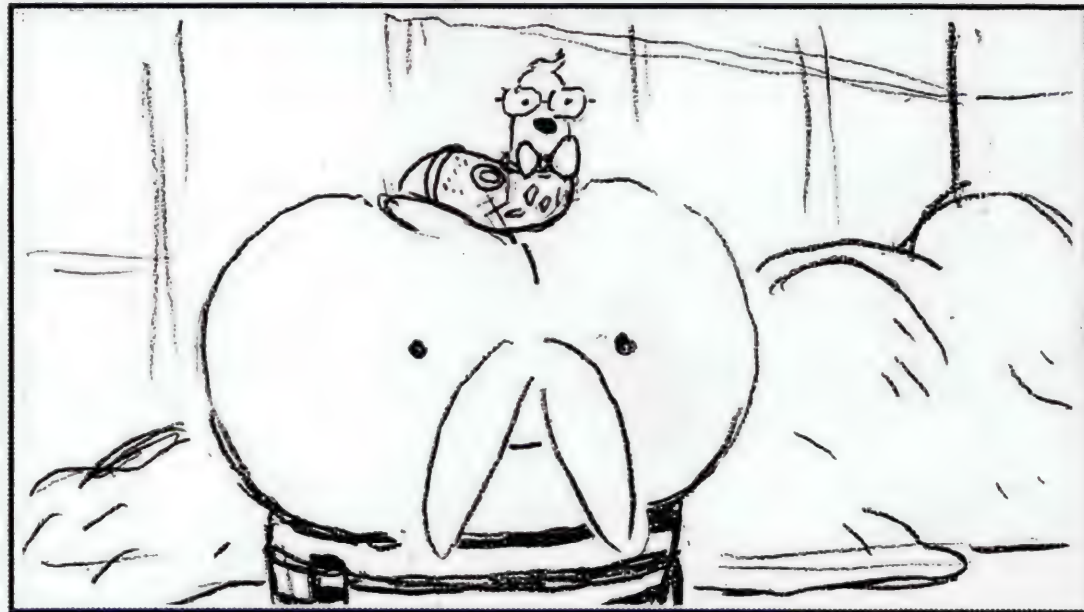
Page **197**

Sc. **144**

Pnl. **B**

Bg.

day night

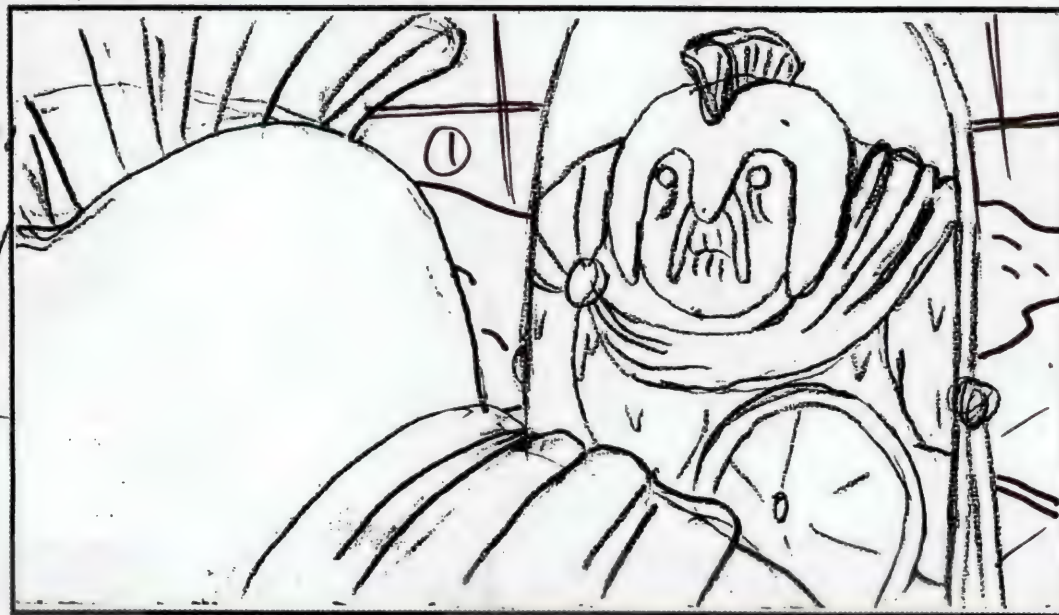


Sc. **145**

Pnl. **A**

Bg.

day night



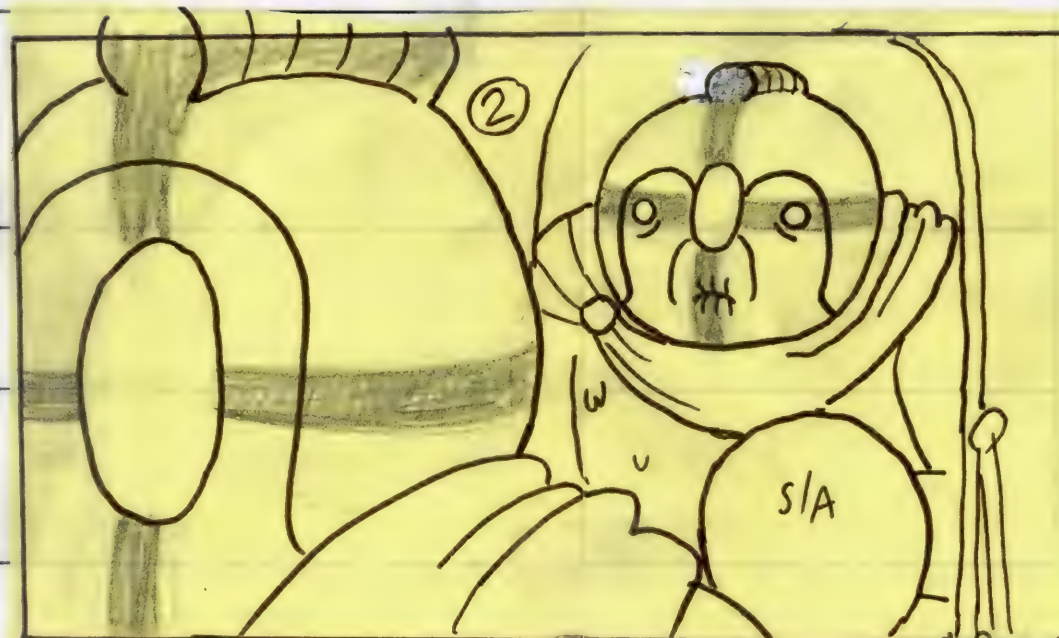
Dialog:

(POLITE APPLAUSE)
SHELBY : WHAT A LIFESAVER

Action:

Timing:

AUG 14 2015



EPISODE # 1034-230

Production:

1034/230

ADVENTURE TIME



Page **198**

Sc. 145

Pnl. **B**

Bg.

day night

Sc. 145

Pnl. **C**

Bg.

day night



Dialog:

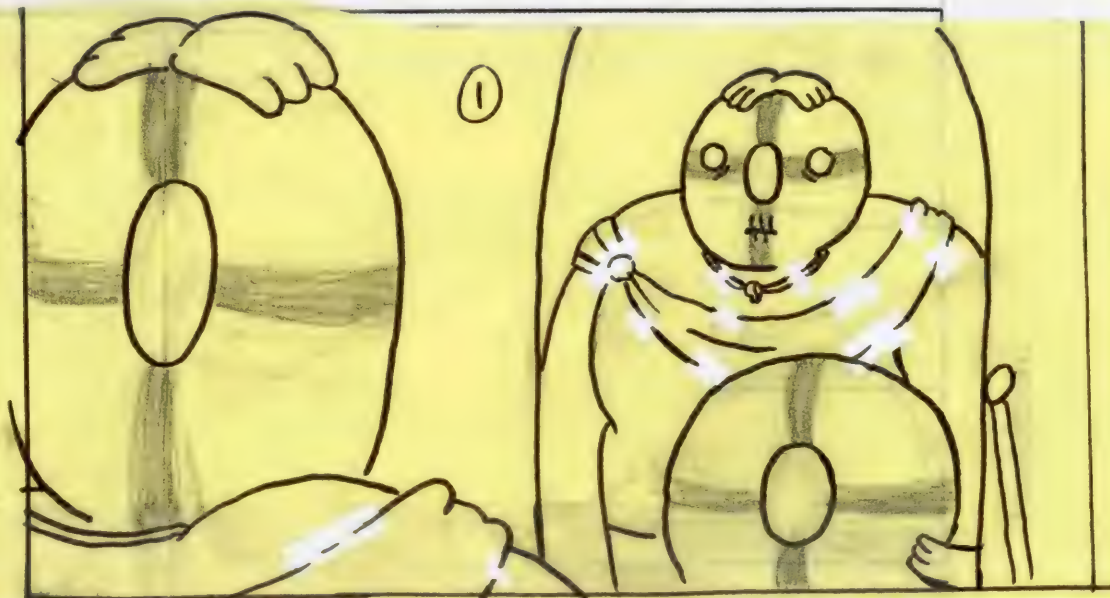
SFX: * SHYUUU *

Action:

- HEAD MORPHS BRIEFLY
INTO ROTATION DEVICE

Timing:

- settles
on surfer
dude/life
guard holding
floatation
device



EPISODE # 1034-230

1034/230

ADVENTURE TIME



Sc. **146**

Pnl. **A**

Bg.

day night

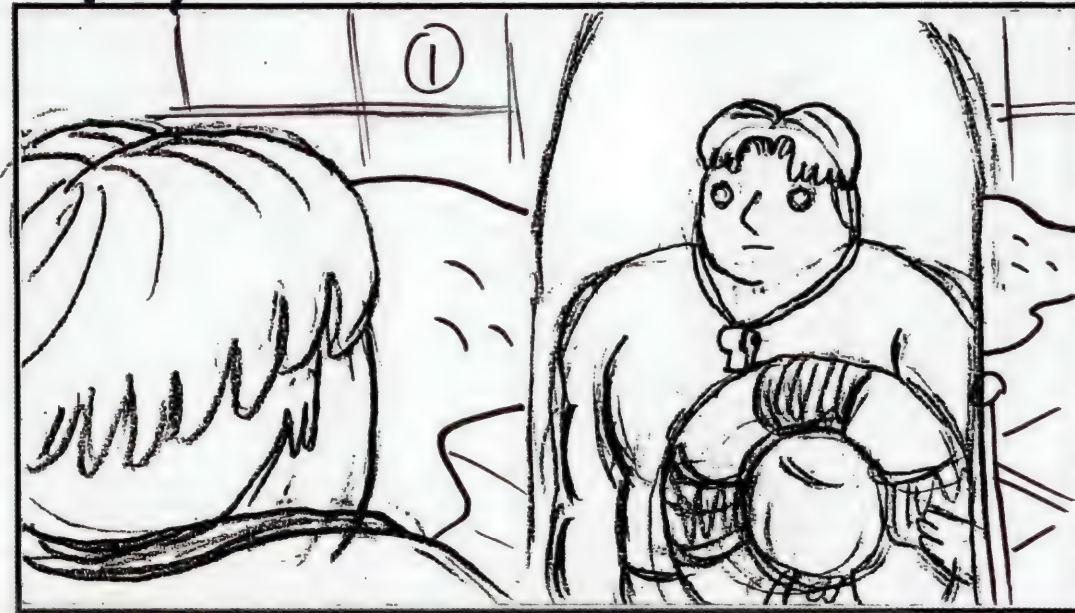


Sc. **147**

Pnl. **A**

Bg.

day night



Dialog:

(1) FINN'S A MEAN OL'
PARTY POOPER.

Action:

Timing:

AUG 14 2015



ADVENTURE TIME



Page **200**

Sc. **147**

Pnl. **B**

Bg.

day night

Sc. **148**

Pnl. **A**

Bg.

day night



Dialog:

SFX * SHYUU *

Action:

- F TURNS BACK INTO MONSTER

Timing:

AUG 14 2015

EPISODE #
1034-230

Production:

1034/230

ADVENTURE TIME



Sc. 148

Pnl. **B**

Bg.

day night

Sc. 148

Pnl. **C**

Bg.

Page **201**
day night



Dialog:

SFX:

*THAPL

(TK)

OW!

Action:

-PB PUNCHES
IK

Timing:



AUG 14 2015

EPISODE # 1034-230

Production:

1034/230

ADVENTURE TIME



Sc. 148

Pnl. **D**

Bg.

day night

Sc. 148

Pnl. **E**

Bg.

Page **202**
day night



Dialog:

Ⓜ BUT... HE IS THE
HOTTEST GUY IN OOO, SO...

Action:

Timing:

AUG 14 2015

EPISODE #

1034-230

Production:

1034/230

ADVENTURE TIME



Page **203**

Sc. **148**

Pnl. **F**

Bg.

day night

Sc. **149**

Pnl. **A**

Bg.

day night



Dialog:

11K HE CAN KUNDA DO
WHAT HE WANTS.

Action:

Timing:

AUG 4 2015



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ADVENTURE TIME



Sc. 149

Pnl. **B**

Bg.

day night



Sc. **150**

Pnl. **A**

Bg.

Page **204**

day night



Dialog:

SFX: * SHYUUL *

Ⓟ FINN'S JUST THE BEST
GUY TO DO BRO STUFF
WITH.

Action:

- MORPHS INTO "BEAUTIFUL" MAN

Timing:

AUG 14 2015

EPISODE # 1034-230

Production:

1034/230

ADVENTURE TIME



Sc. **150**

Pnl. **B**

Bg.

day night

Sc. **150**

Pnl. **C**

Bg.

Page **205**
day night



<p>Dialog:</p> <p>① LIKE... LYING ON THE GRASS AND TALKIN TO BUGS OR --</p>	<p>① BAKIN CHOCOLATE CHIP COOKIES.</p>
<p>Action:</p>	
<p>Timing:</p> <p style="text-align: right;">AUG 14 2015</p>	

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Production:

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ADVENTURE TIME



Page **206**

Sc. **150**

Pnl. **D**

Bg.

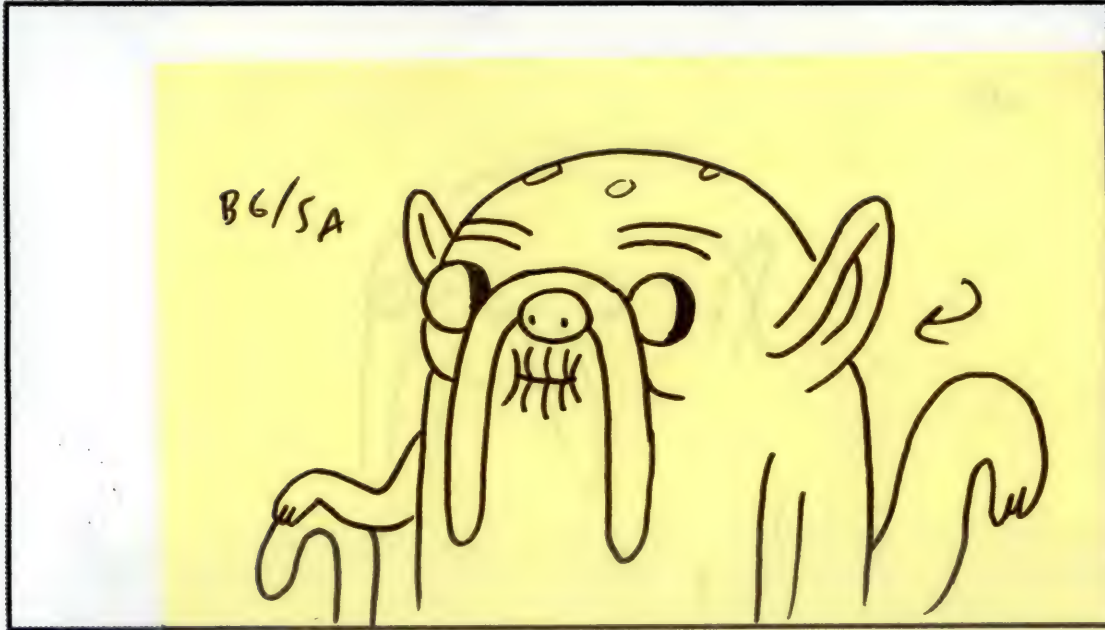
day night

Sc. **150**

Pnl. **E**

Bg.

day night



Dialog:

① FINN'S JUST A GOOD FRIEND

Action:

Timing:

AUG 14 2015

EPISODE # 1031-230

Production:

1034/230

1034/230

ADVENTURE TIME



Page **207**

Sc. **151**

Pnl. **A**

Bg.

day night



Sc. **151**

Pnl. **B**

Bg.

day night



Dialog:

SW: (BIG APPLAUSE)
FINN'S GREAT!
HE'S THE BEST!

Action:

- F SHRINKS / ^{STARTS} MORPHING BACK TO REGULAR FINN

Timing:

AUG 14 2015

EPISODE # 1031-230

Production:

1034/230

ADVENTURE TIME



Page **208**

Sc. **151**

Pnl. **C**

Bg.

day night

Sc. **151A**

Pnl. **A**

Bg.

day night



Dialog: - TURNS BACK TO NORMAL FORM

SFX:

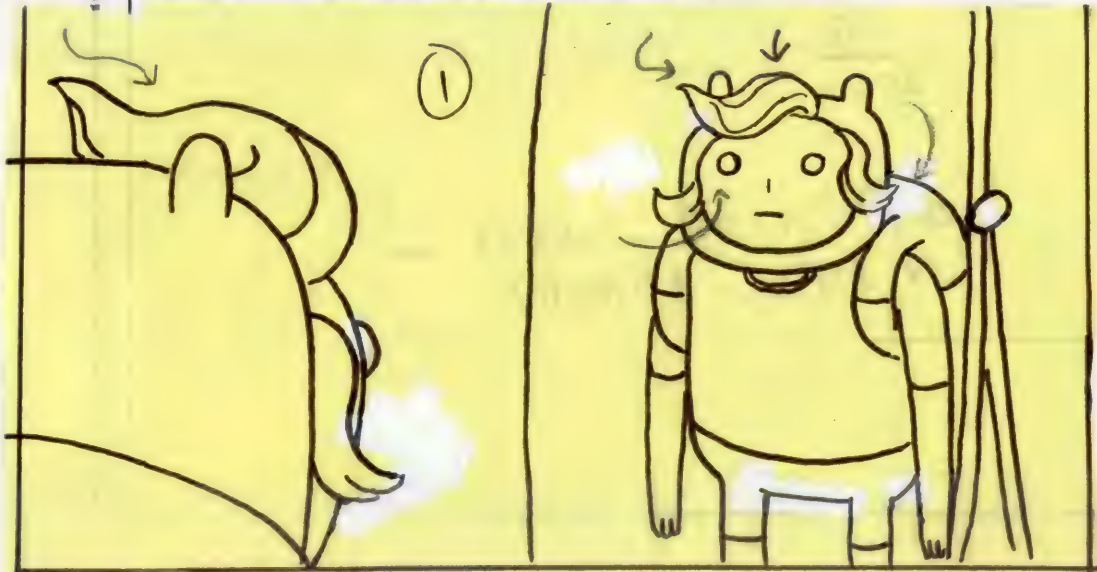
* APPLAUSE FINISHES *

- cheer cycle

① + ②

← hair retracts into Finn's hat.

AUG 14 2015

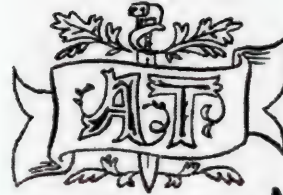


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1034/230

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ADVENTURE TIME

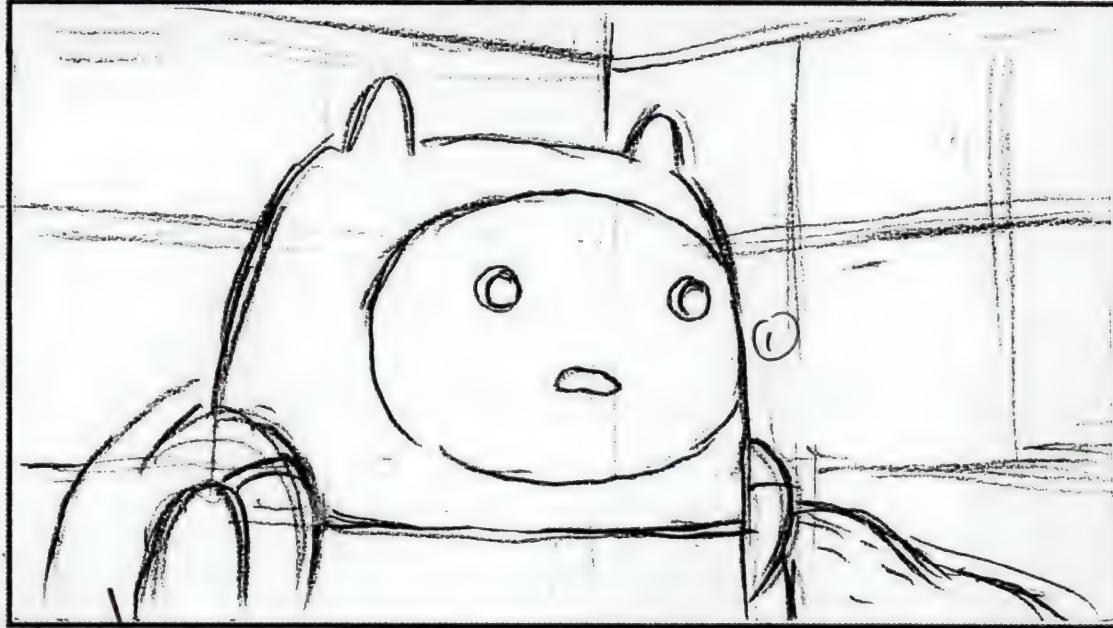
Page **209**

Sc. **152**

Pnl. **A**

Bg.

day night

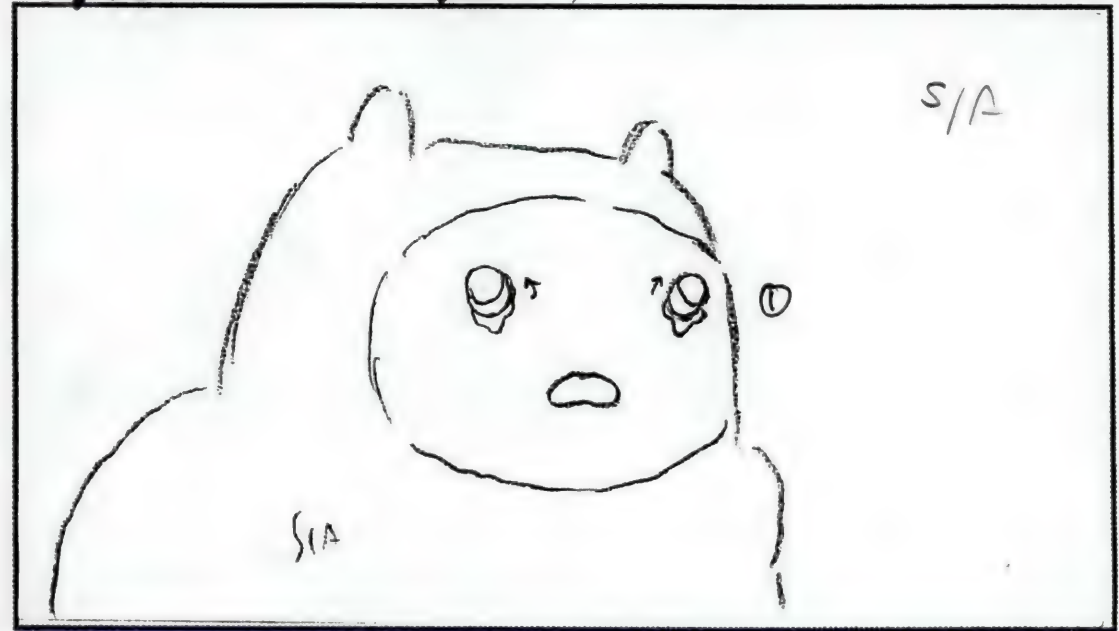


Sc. **152**

Pnl. **B**

Bg.

day night



EPISODE # 1034-230

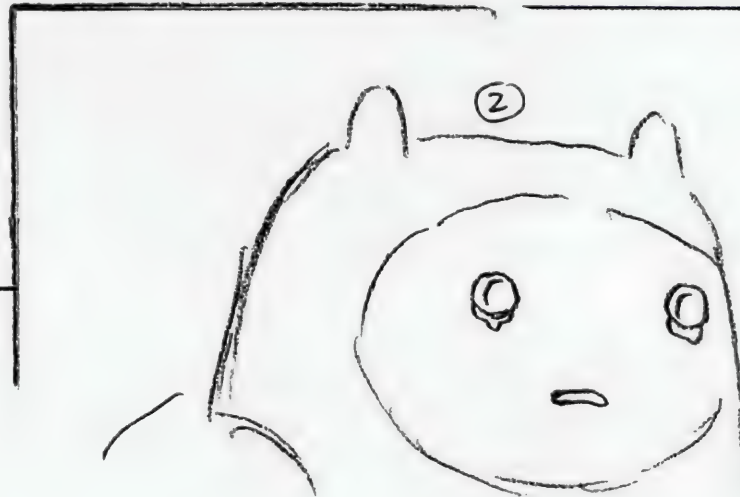
Dialog:

① I'M ME
AGAIN

Action:

- TEARS WELL UP
IN FINN'S
EYES

Timing:



SFX: * RRR-RRR-RR *

- EYES SUDDENLY START
BULGING OUT OF SOCKETS
LIKE THEY'RE TRYING TO
YANK THEMSELVES OUT



AUG 14 2015

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1034/230

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ADVENTURE TIME



Sc. **152**

Pnl. **C**

Bg.

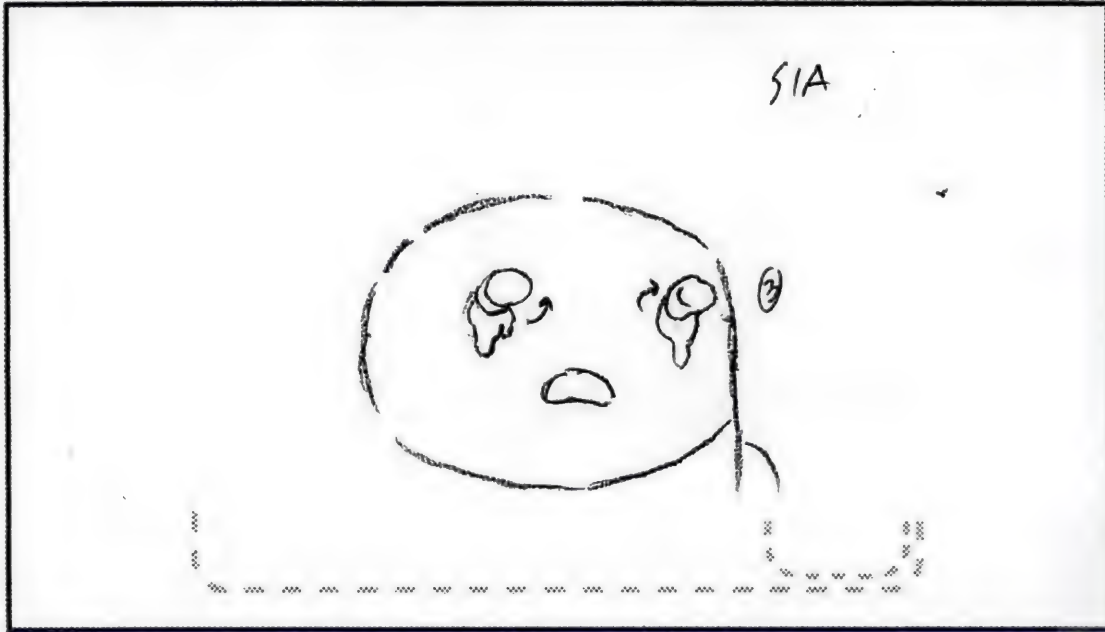
day night

Sc. **152**

Pnl. **D**

Bg.

Page **210**
day night



Dialog:

(F) THESE BALLS ARE GOIN' NUTS!

SFX: SQUISH (WET)

Action:

Timing:



AUG 14 2015

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Production:

1034/230

ADVENTURE TIME



Page **211**

Sc. **152**

Pnl. **E**

Bg.

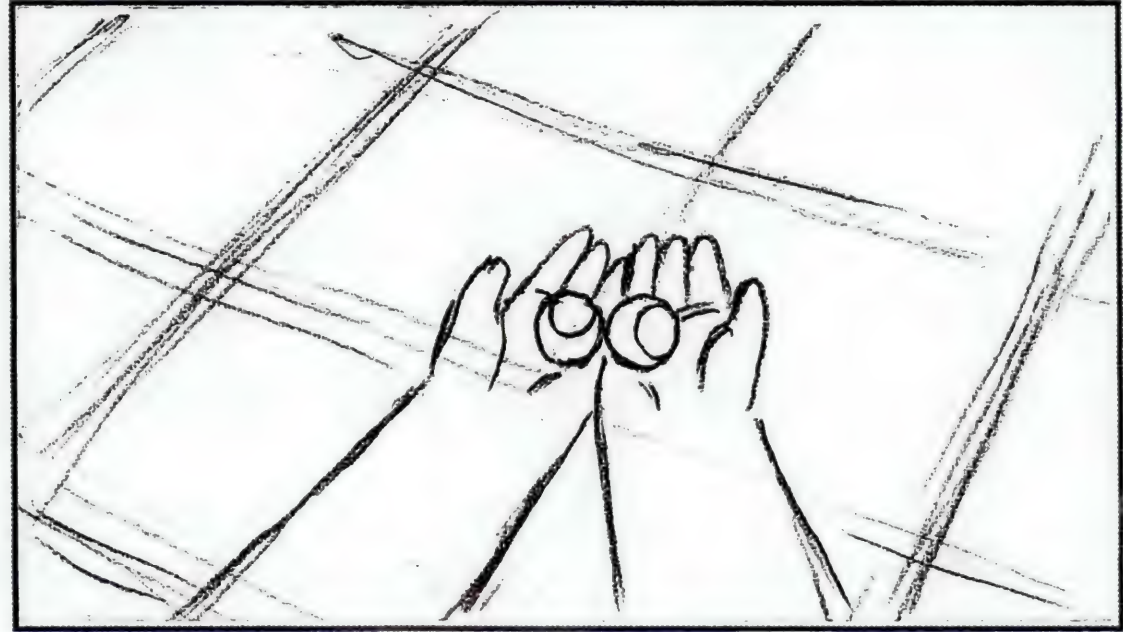
day night

Sc. **153**

Pnl. **A**

Bg.

day night



Dialog:

SFX: * POP *

Action:

Timing:

AUG 14 2015

EPISODE # 1034-230

Production:

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1034/230

ADVENTURE TIME



Page 212

Sc. 153

Pnl. B

Bg.

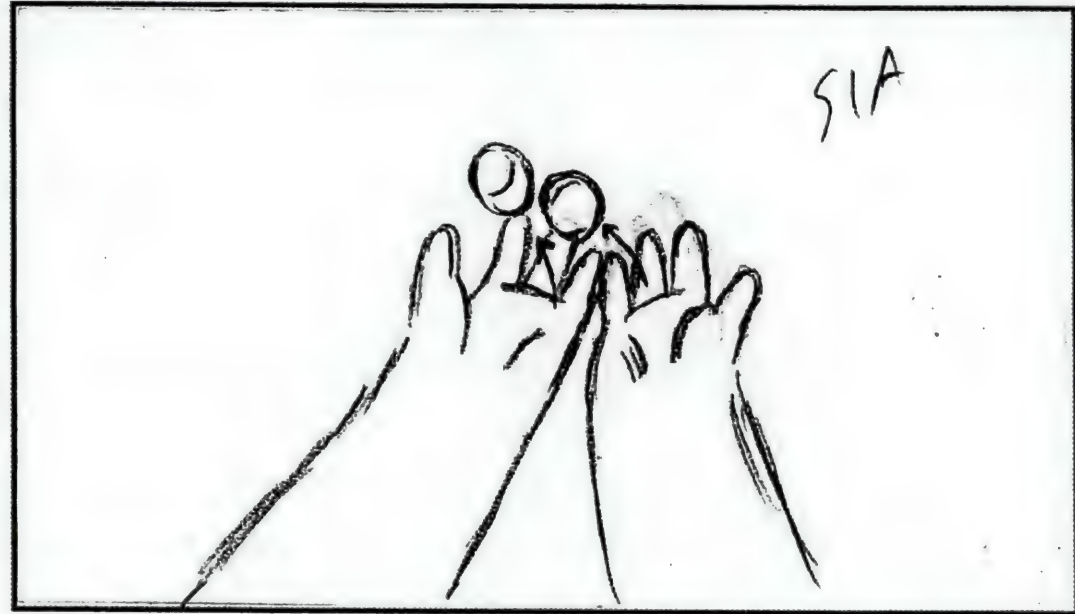
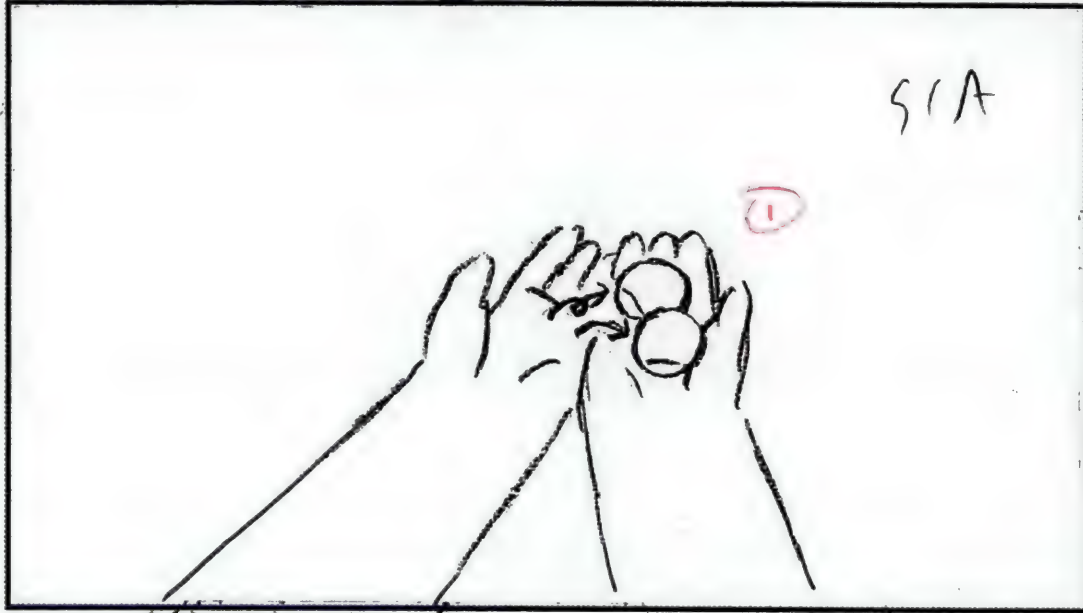
day night

Sc. 153

Pnl. C

Bg.

day night



Dialog:

RRR - RRR +

Action:

- EYES SQUIRM
AROUND



← EYES JUMP INTO AIR SIDEWAYS

Timing:

AUG 14 2015

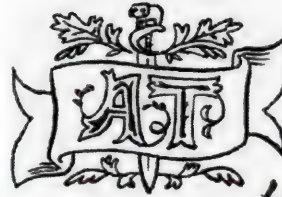
EPISODE # 1034-230

Production:

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1034/230

ADVENTURE TIME



Sc. 153

Pnl. D

Bg.

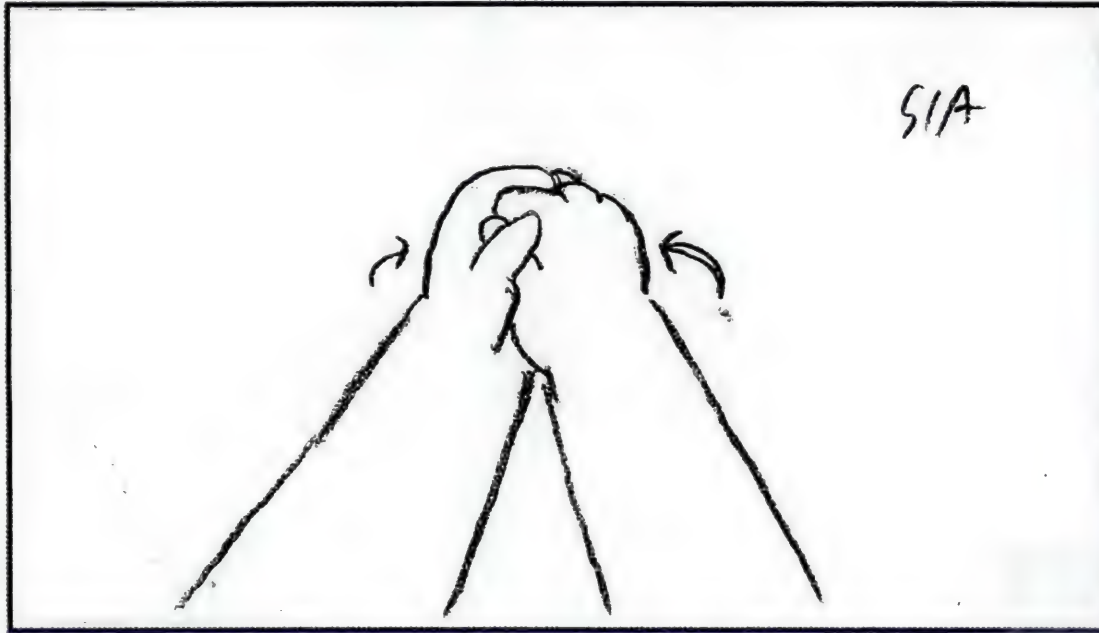
day night

Sc. 154

Pnl. A

Bg.

Page 213
day night



Dialog:

(F) UHH

Action:

- F GRABBS THE EYEBALLS

Timing:

AUG 14 2015

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Production:

1034/230

ADVENTURE TIME



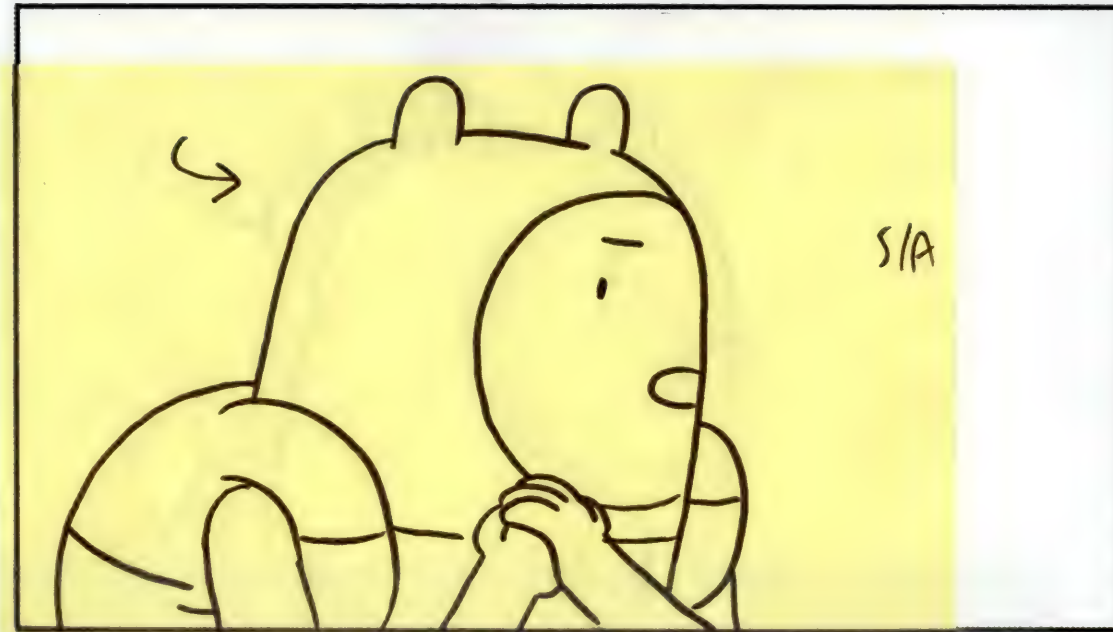
Page **214**

Sc. **154**

Pnl. **B**

Bg.

day night

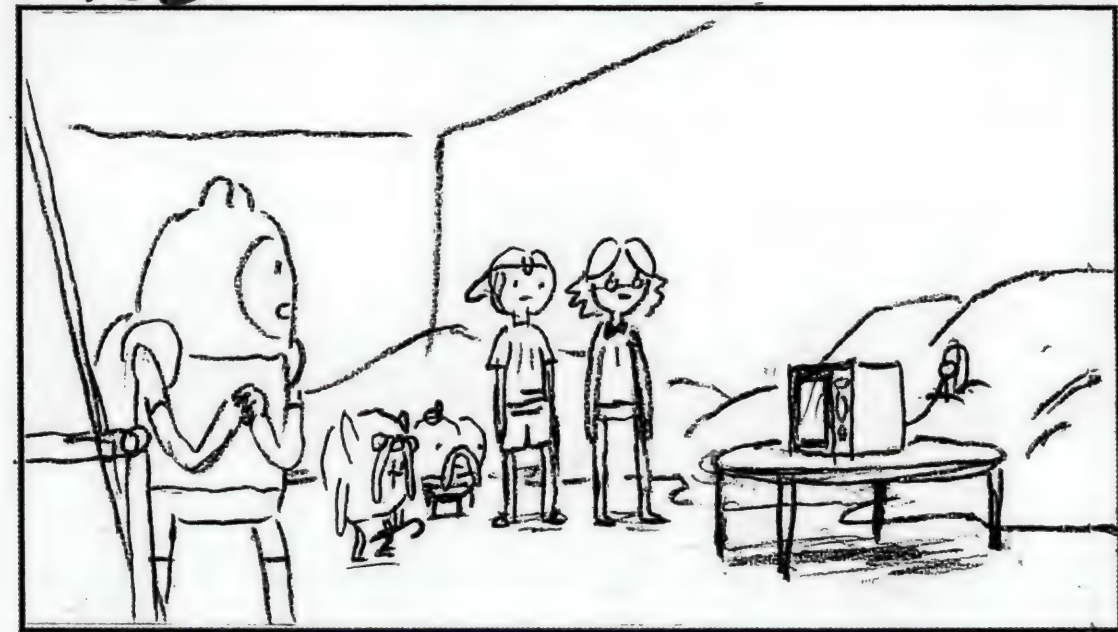


Sc. **155**

Pnl. **A**

Bg.

day night



Dialog:

(OFF/S) BEEEEEEP

Action:

-F. LOOKS AT NEPTR

Timing:

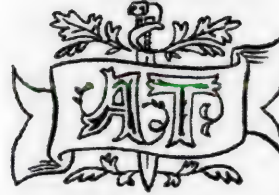
AUG 14 2015

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Production:

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ADVENTURE TIME



Page **215**
day night

Sc. **155**

Pnl. **B**

Bg.

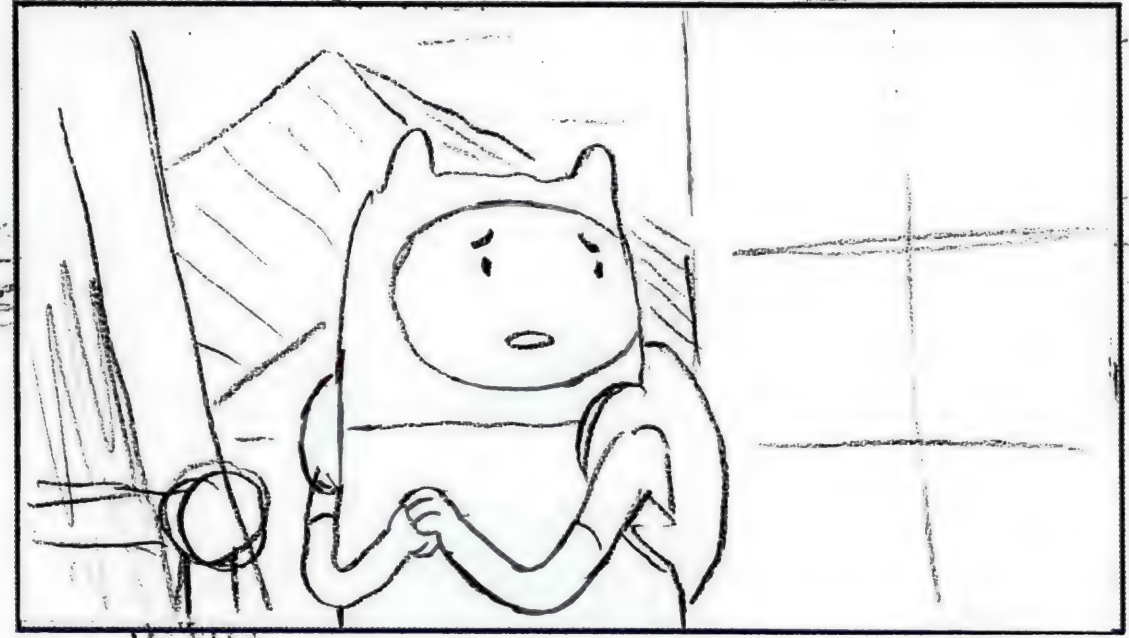
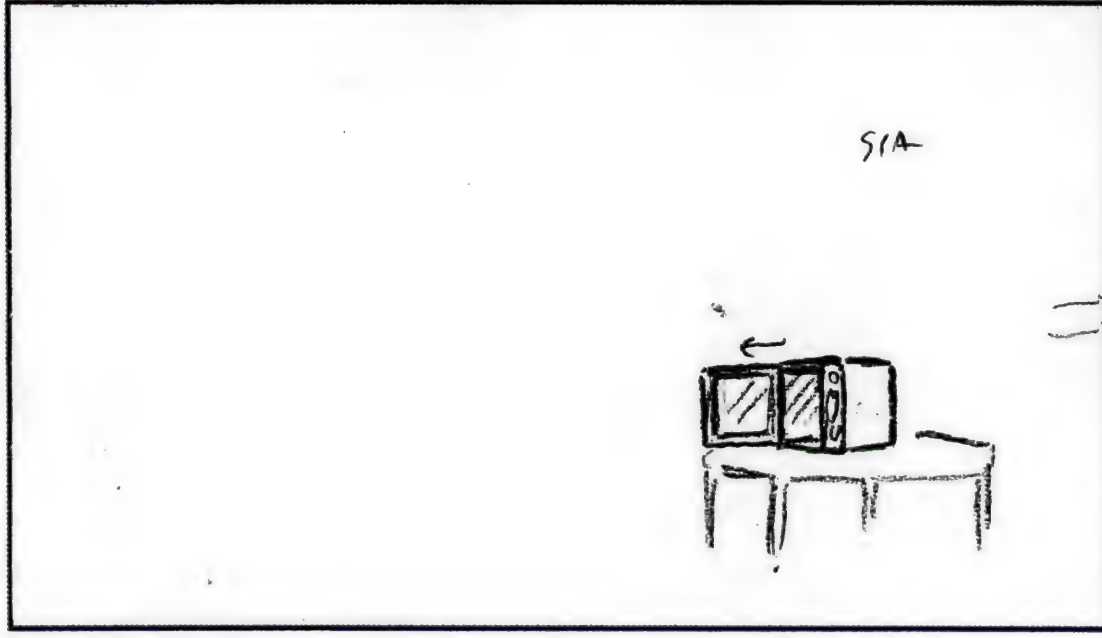
day night

Sc. **156**

Pnl. **A**

Bg.

day night



Dialog:

SFX: BOOM

Ⓕ : MY SON.

Action:

— MICROWAVE
DOOR BURSTS OPEN

Timing:

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Production:

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ADVENTURE TIME



Page **216**
day night

Sc. **156**

Pnl. **B**

Bg.

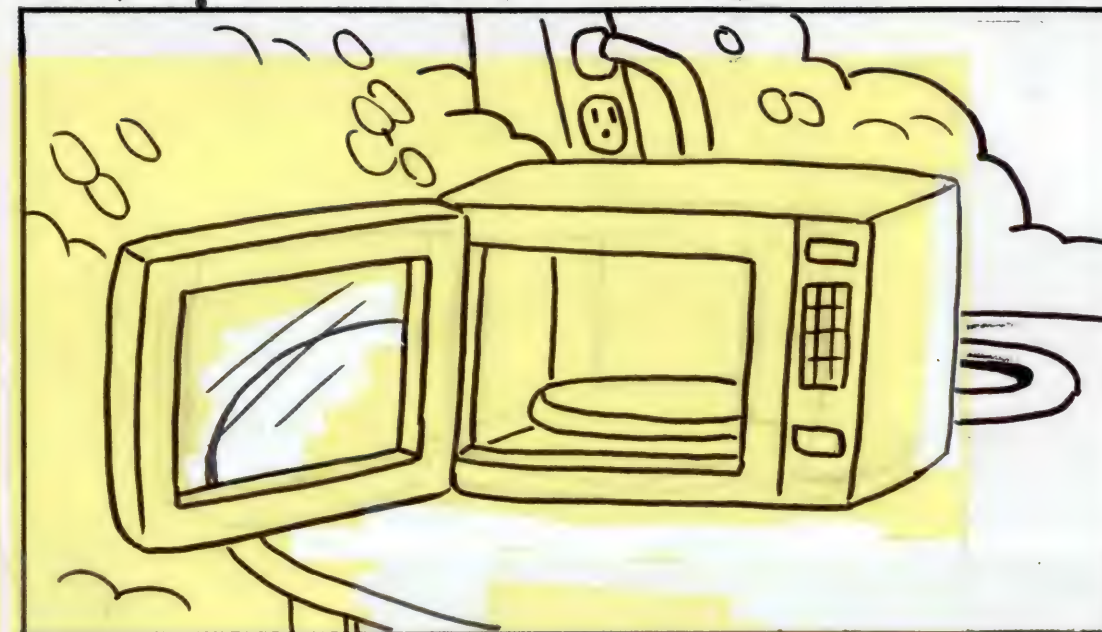
day night

Sc. **157**

Pnl. **A**

Bg.

day night



Dialog:
Action:
Timing:

AUG 14 2015

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Production:

1034-230

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ADVENTURE TIME



Sc. 157

Pnl. *B*

Bg.

day night

Sc. 157

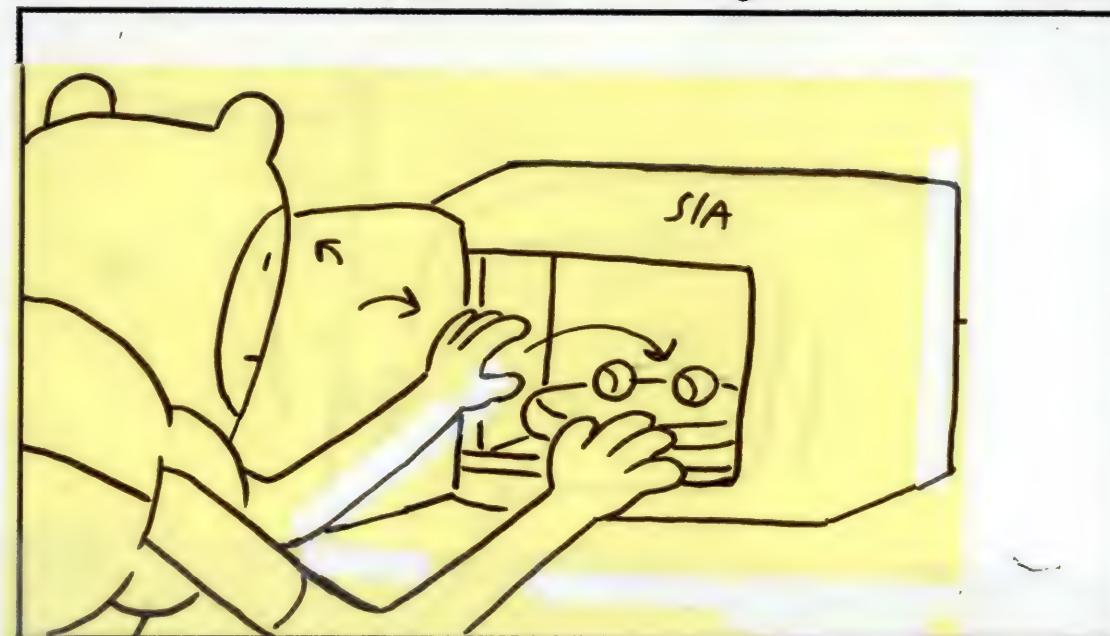
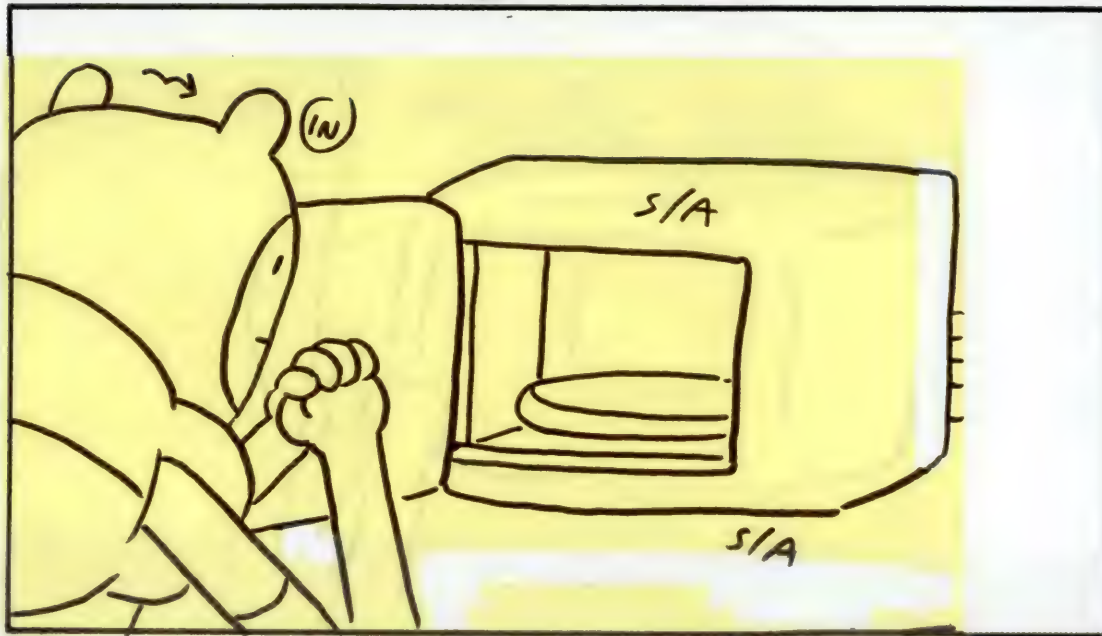
Pnl. *C*

Bg.

Page

217

day night



Dialog:

Action:

Timing:

- F THROWS EYEBALLS
INTO MICROWAVE

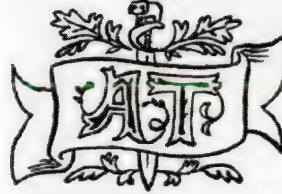
AUG 14 2015

EPISODE # 1034-230

Production:

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ADVENTURE TIME



Sc. 157

Pnl. **D**

Bg.

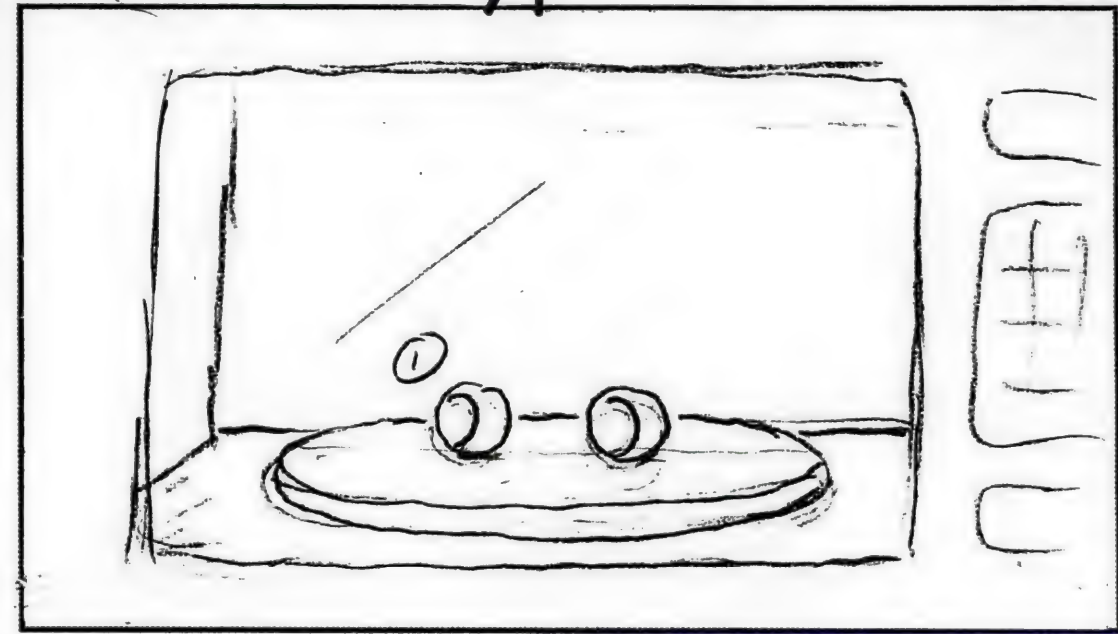
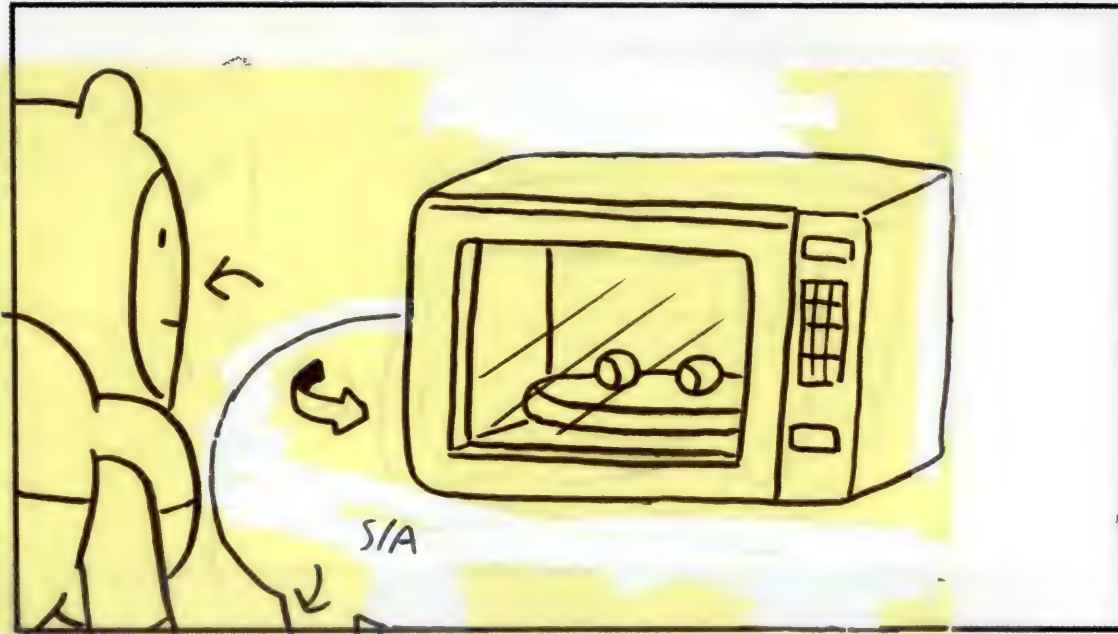
day night

Sc. 158

Pnl. **A**

Bg.

Page **218**
218A NEXT



EPISODE # 1034-230

Dialog:

SFX: *CLICK*

SFX: [MICROWAVE HUM]

Action:

- DOOR SLUTS
ON IT'S OWN

- EYEBALLS ROTATE
ON LAZY SUSAN
①, ②, ①

Timing:



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ADVENTURE TIME



Sc. 158

Pnl. **B**

Bg.

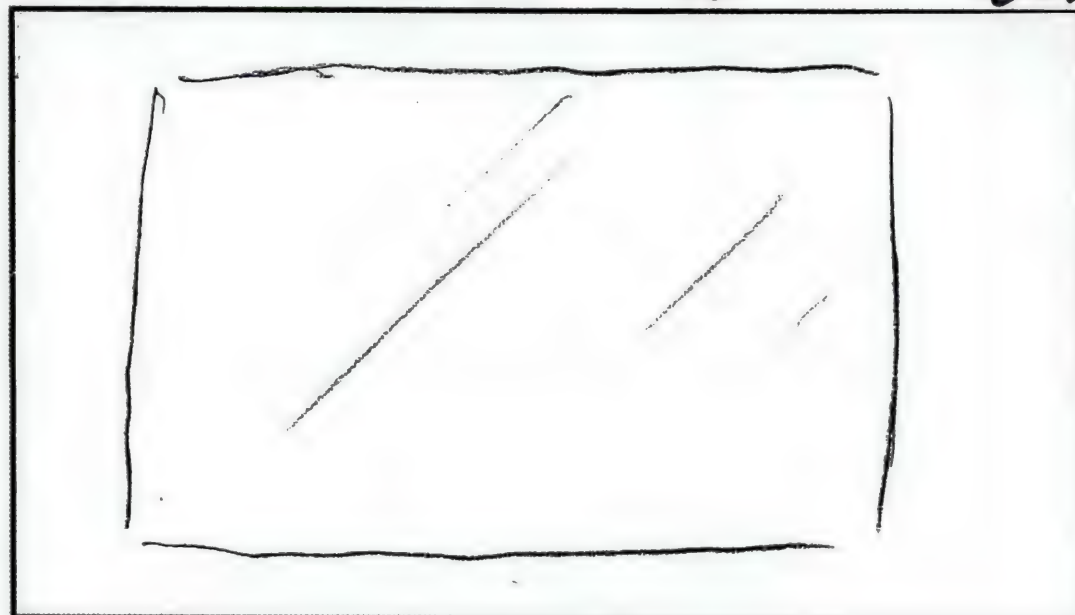
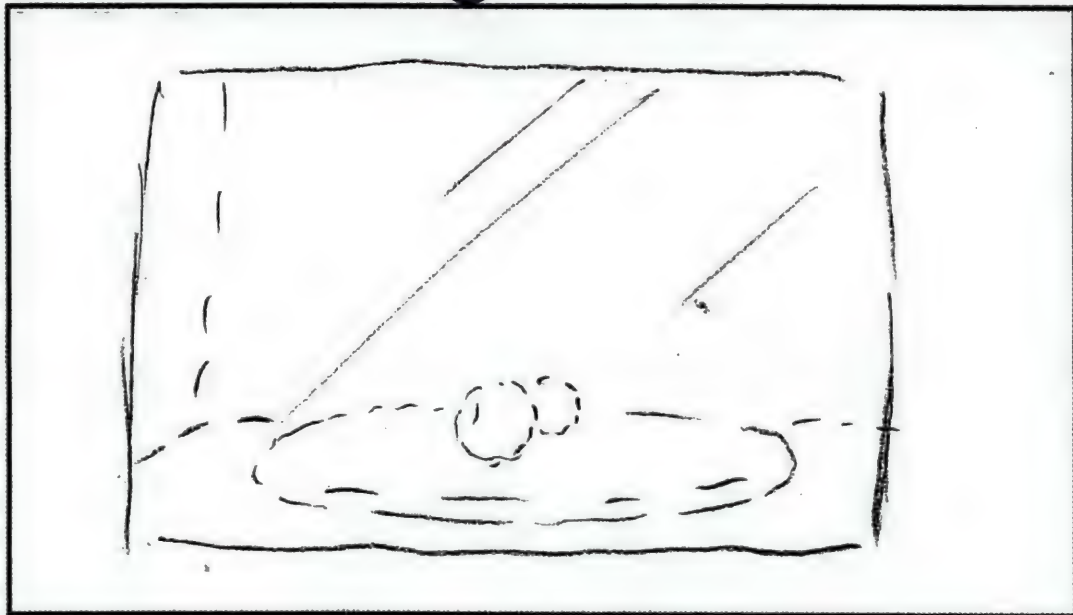
day night

Sc. 158

Pnl. **C**

Bg.

Page **218A**
day night **219NEXT**



Dialog:

Action:

- GOLDEN GLOW slowly
FILLS the WINDOW

SFX:

BOOM
(MICROWAVE PUPPING)
SOUNDS

Timing:

AUG 14 2015

EPISODE # 1034-230

Production:

ADVENTURE TIME



Sc. 158 A

Pnl. A

Bg.

day night

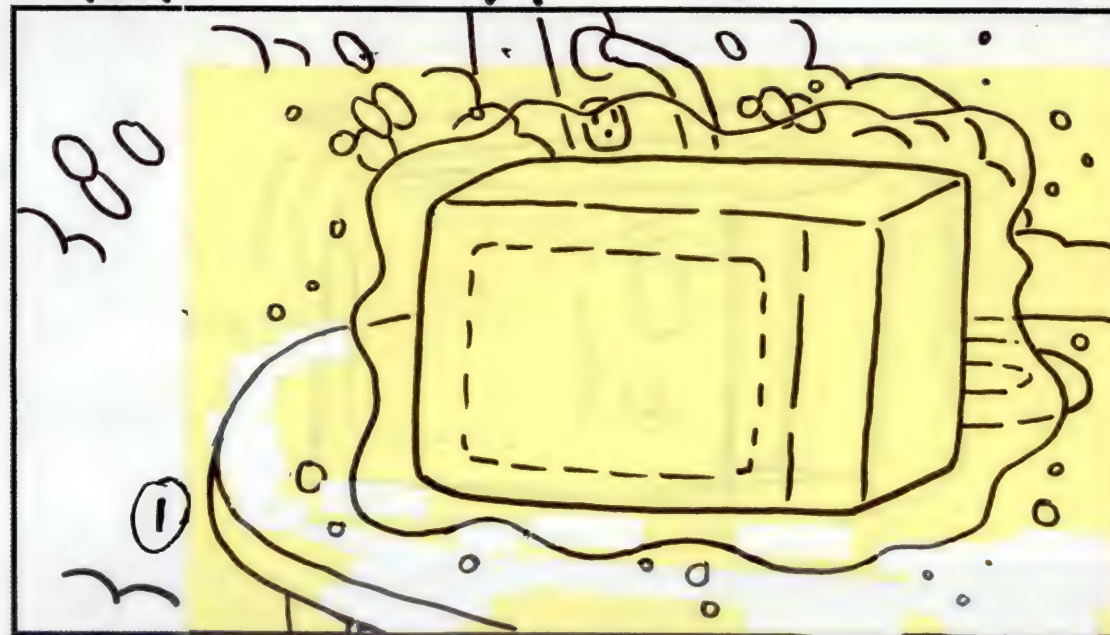


Sc. 159

Pnl. A

Bg.

day night



Page 219

Dialog:

SFX : BEEP - BEEP - BEEP
("DONE" SOUND)

Action:

— THEY STOP GLOWING AND
THEY'RE BACK TO THEIR
NORMAL SELVES

— MICROWAVE GLOWING
— BECOMES GLOWING SILHOUETTE / MORPHS
SHAPE

Timing:

SP

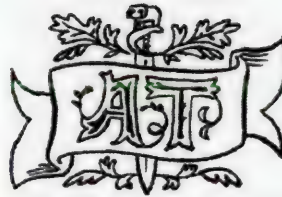


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EPISODE #1034-230

Production:

ADVENTURE TIME

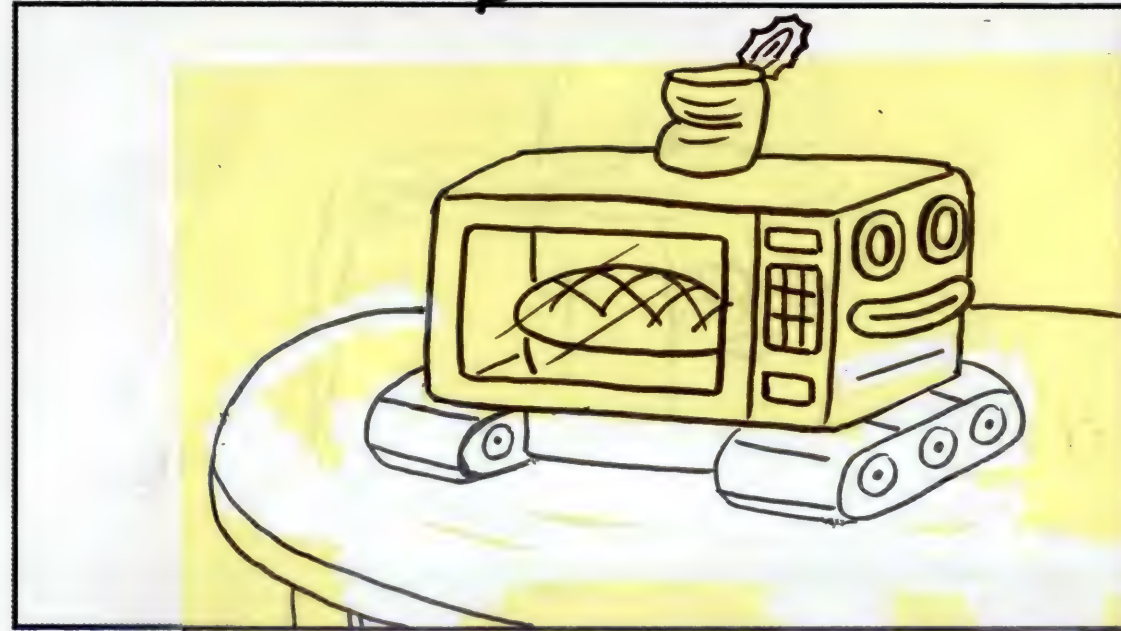


Sc. 159

Pnl. *B*

Bg.

day night

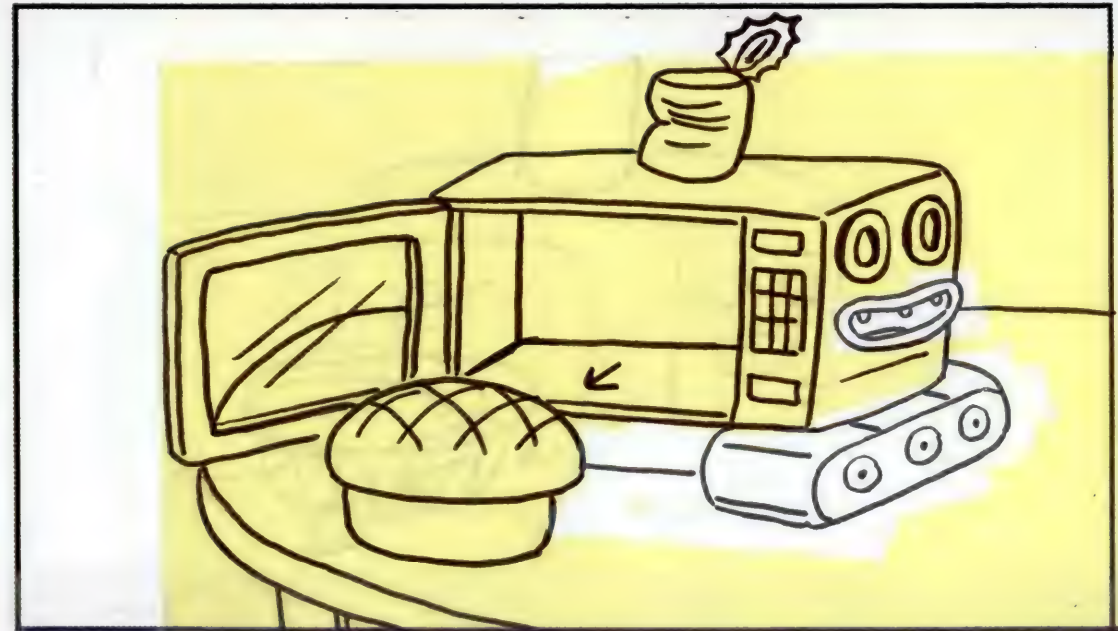


Sc. 169

Pnl. *C*

Bg.

day night



Page *220*

Dialog:

NEPTR: EYE PIE!

Action:

- STOPS GROWING,
IS NEPTR AGAIN

- NEPTR EJECTS A PIE

Timing:

AUG 14 2015

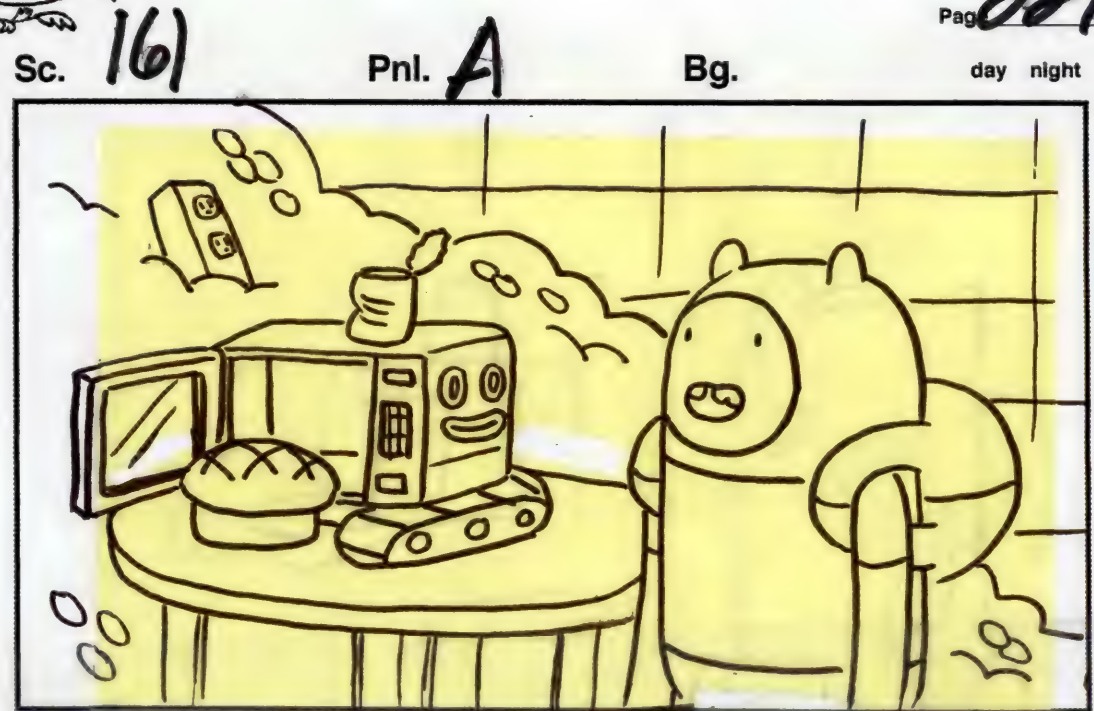
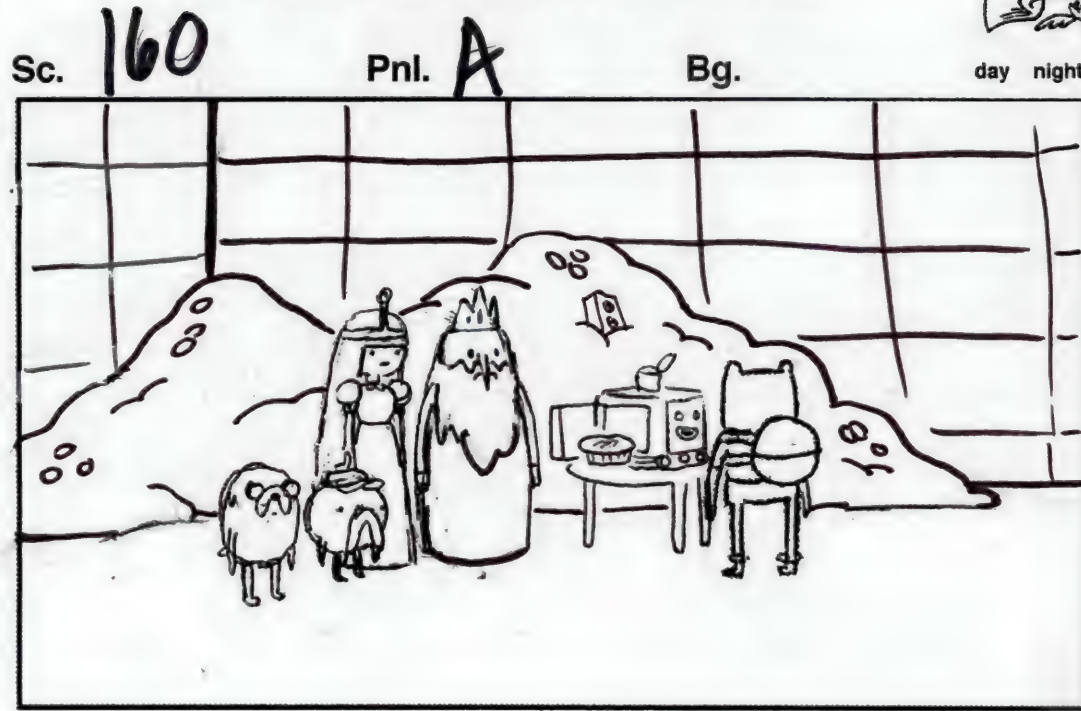
EPISODE # 1034-230

Production:

1034/230

1034/230

ADVENTURE TIME



Dialog:

ALL: EEEEEW.

②: GOOD JOB NEPTR
YOU SAVED THE DAY.

Action:



Timing:

AUG 14 2015

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Production:

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ADVENTURE TIME



Page **272**

Sc. **161**

Pnl. **B**

Bg.

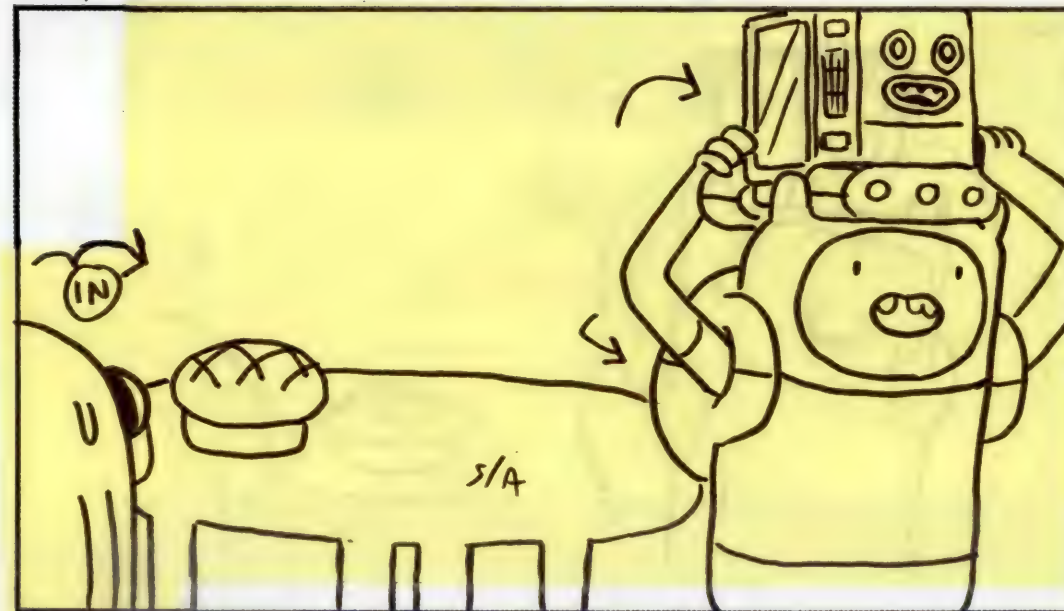
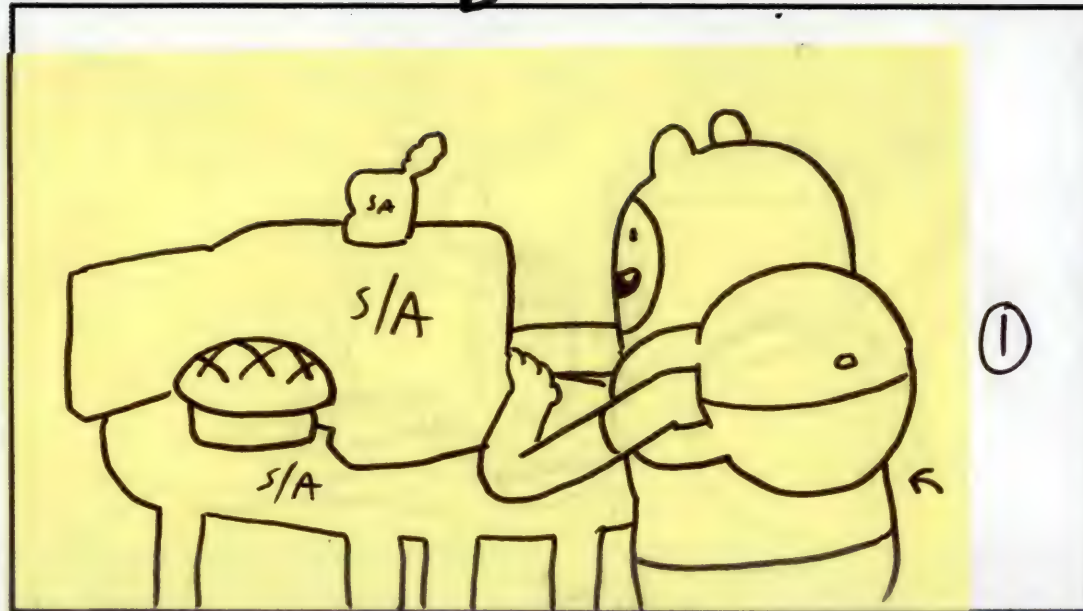
day night

Sc. **161**

Pnl. **C**

Bg.

day night



Dialog:

(F) NEPTR!

Action:

-F. PICKS UP NEPTR

Timing:



(F) NEPTR!

-J. IN

AUG 14 2015

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Production:

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ADVENTURE TIME



Page **223**

Sc. **161**

Pnl. **D**

Bg.

day night

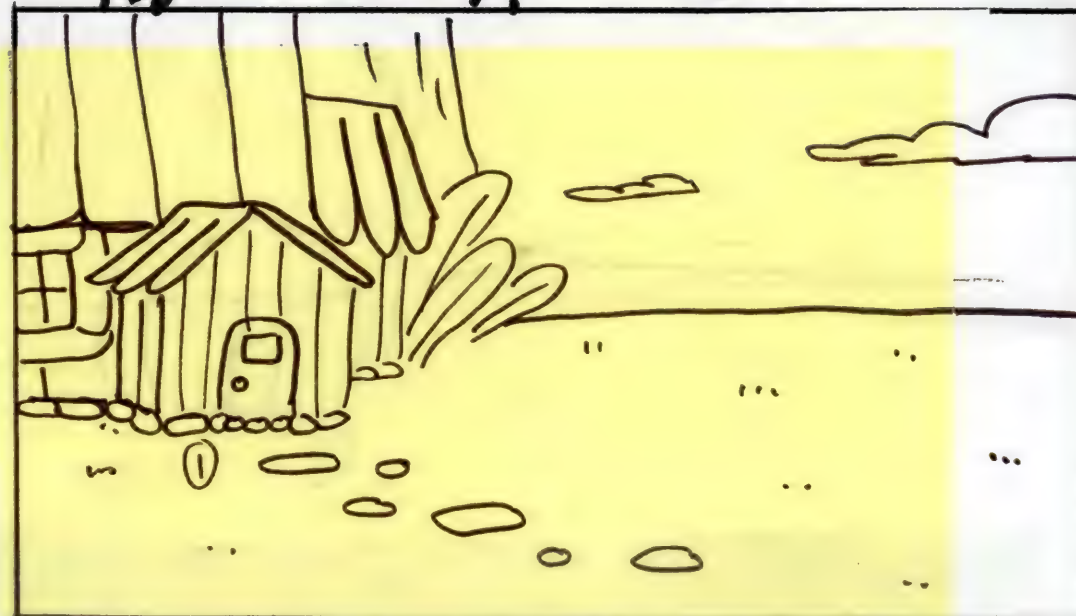


Sc. **162**

Pnl. **A**

Bg.

day night



Dialog:

(F) + (S)

NEPTR! NEPTR!

(ALL)

NEPTR!

Action:

-J, GRABS PIE

Timing:



S/A



AUG 14 2011

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Production:

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ADVENTURE TIME



Page **224**

Sc. **163**

Pnl. **A**

Bg.

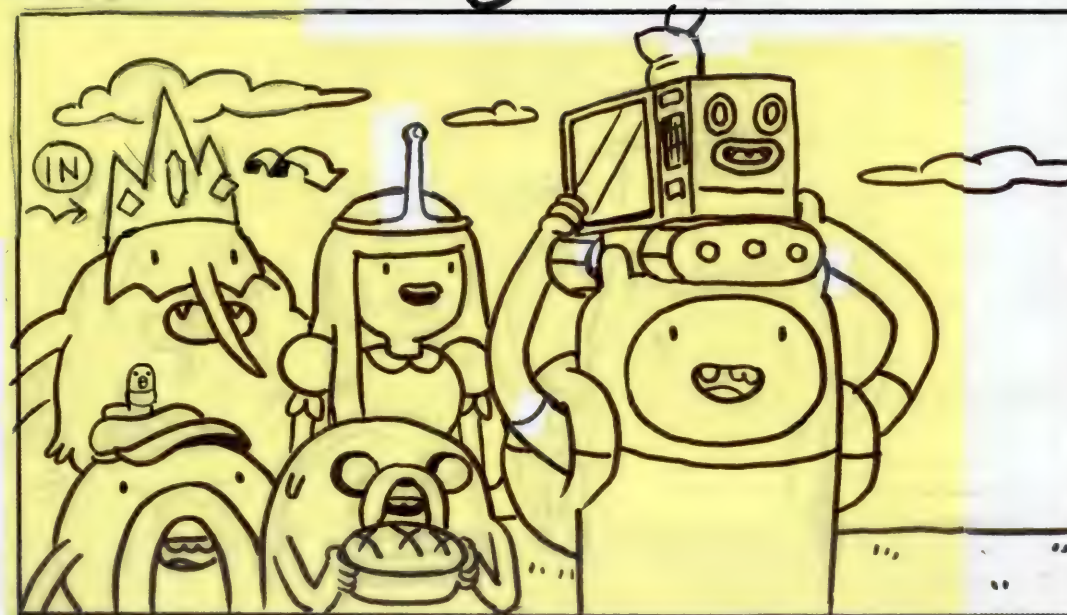
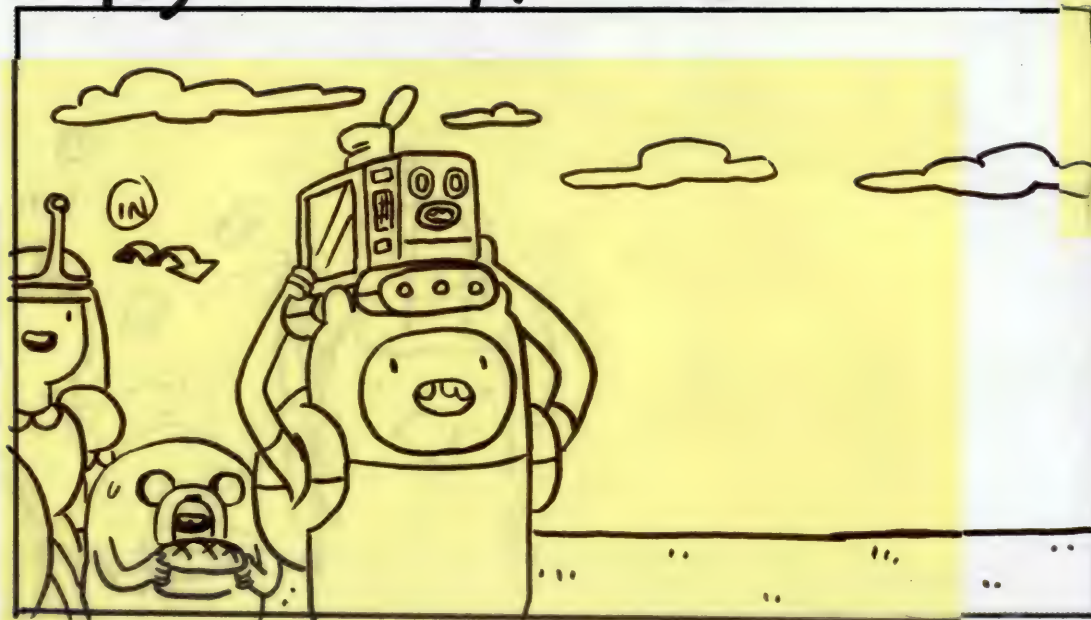
day night

Sc. **163**

Pnl. **B**

Bg.

day night



Dialog:

ALL NEVER!

Action:

Timing:

AUG 14 2015

EPISODE # **1034-230**

Production:

'1034/230

1034/230

ADVENTURE TIME



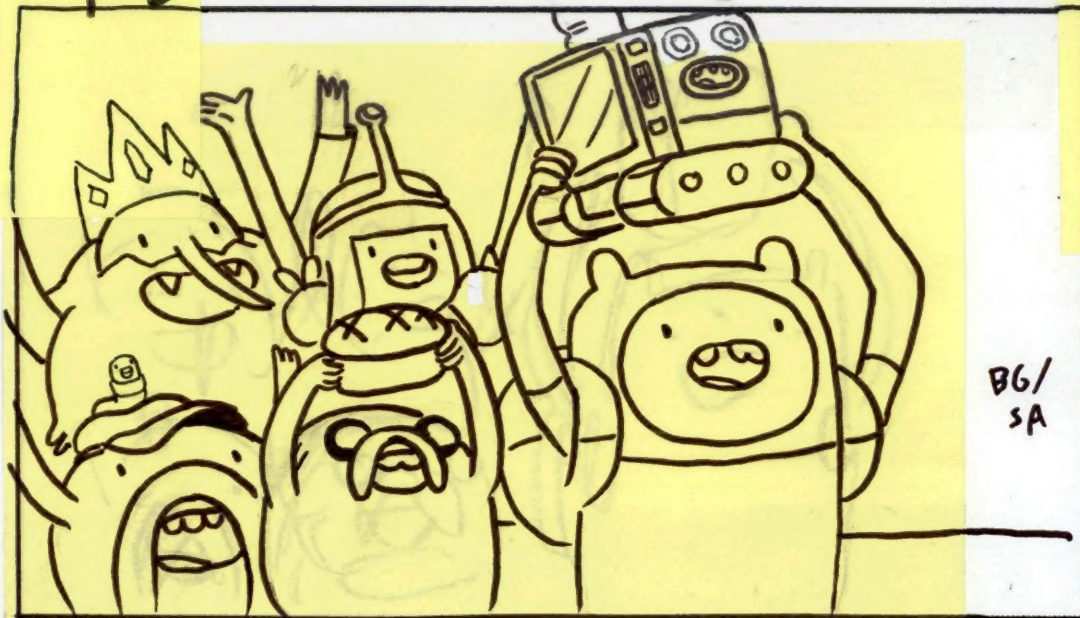
Page **225**

Sc. **163**

Pnl. **C**

Bg.

day night



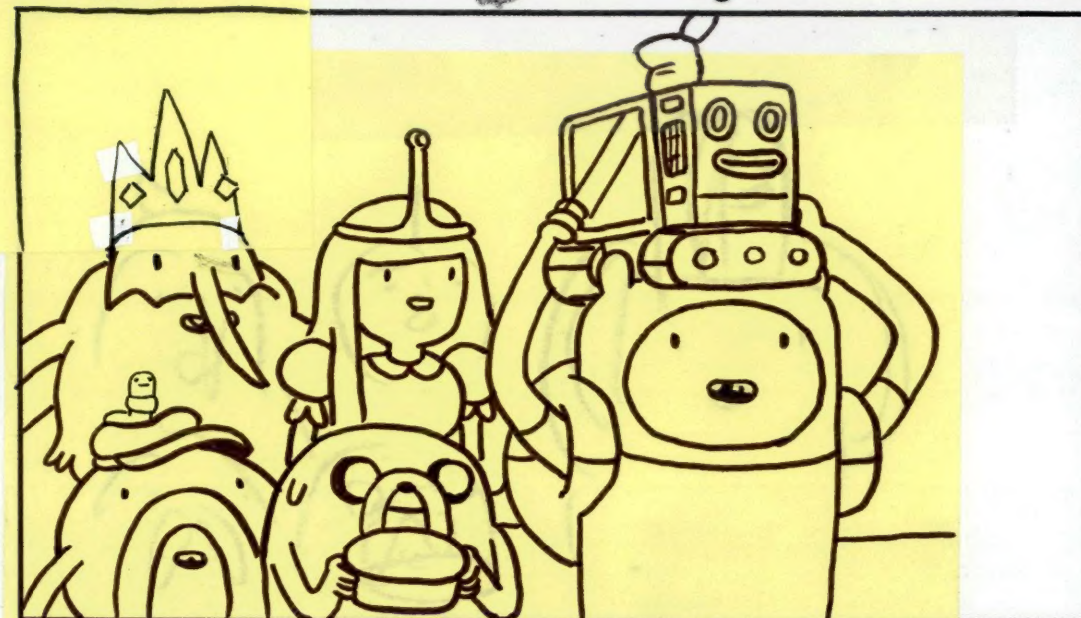
BG/
SA

Sc. **163**

Pnl. **D**

Bg.

day night



EPISODE # **1034-230**

Dialog:

(ALL)

YAY ! ! ! !

BMO = (OFFIS) falling SFX
(FAINT)

Action:

Timing:

AUG 14 2015

Production:

1034/230

1034/230

1034/230

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ADVENTURE TIME



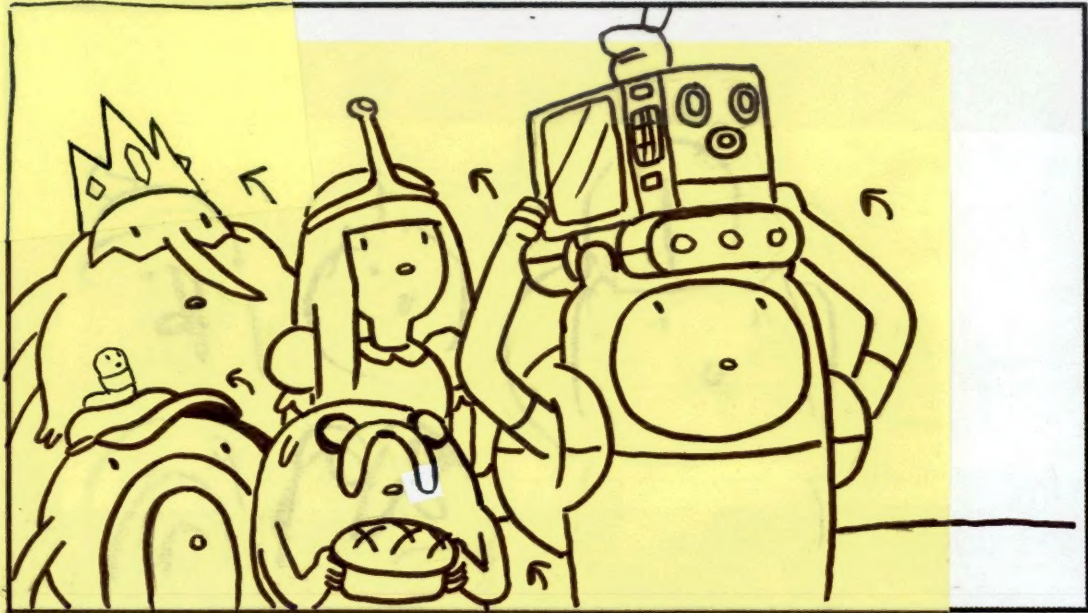
Page **226**

Sc. **163**

Pnl. **E**

Bg.

day night

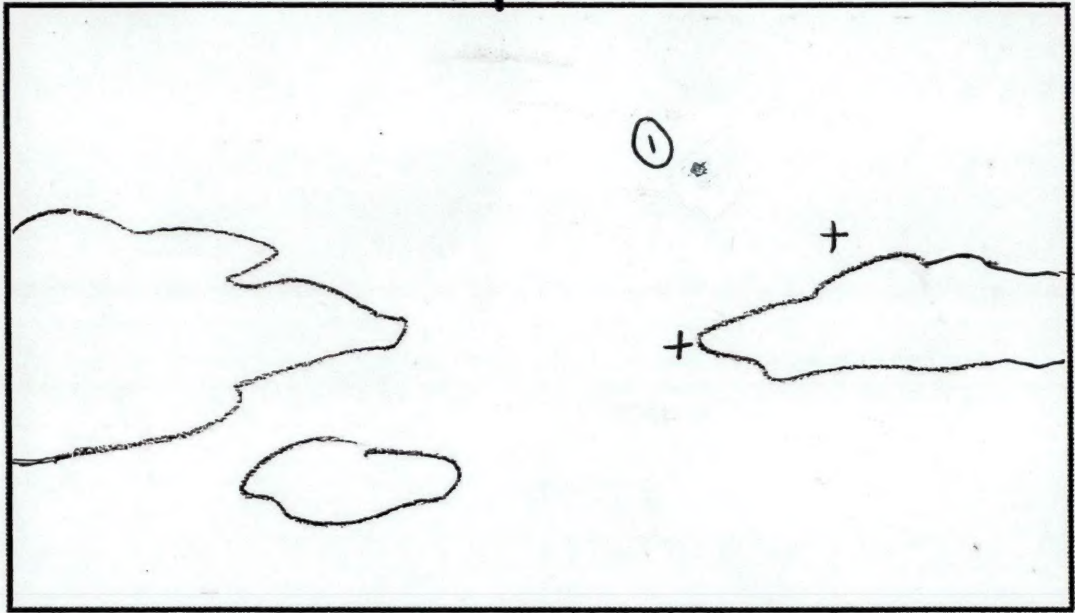


Sc. **164**

Pnl. **A**

Bg.

day night



Dialog:

(GETTING LOWDOWN)
BMO = falling SFX

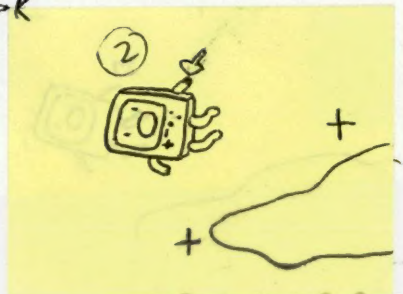
Action:

- EVERYONE LOOKS UP

- SPACE IN THE SKY
GETTING BIGGER

Timing:

AUG 14 2010



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ADVENTURE TIME



Page **227**
day night

Sc. **164**

Pnl. **B**

Bg.

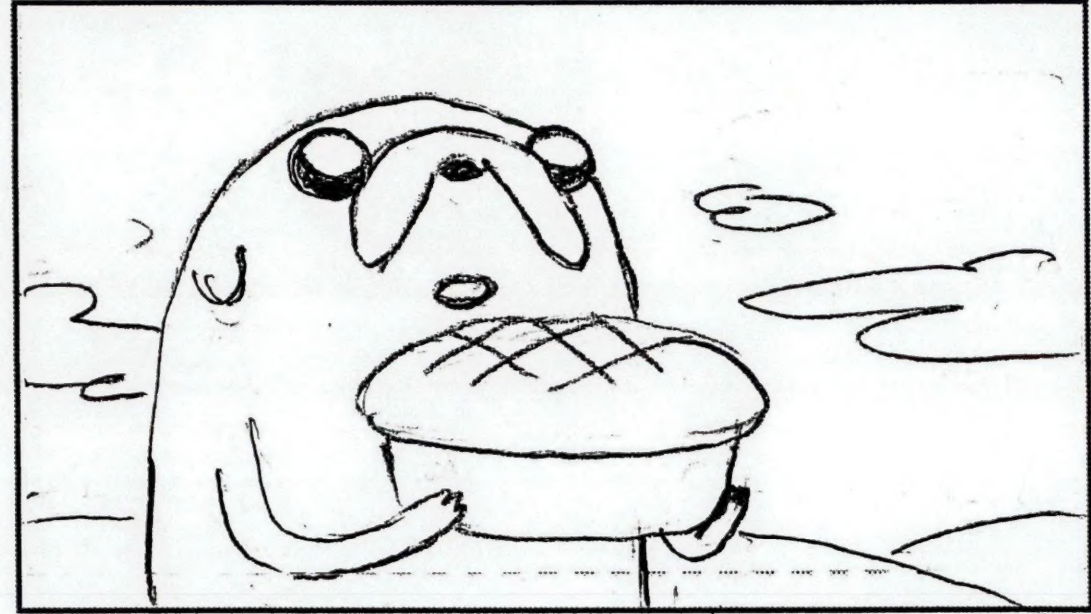
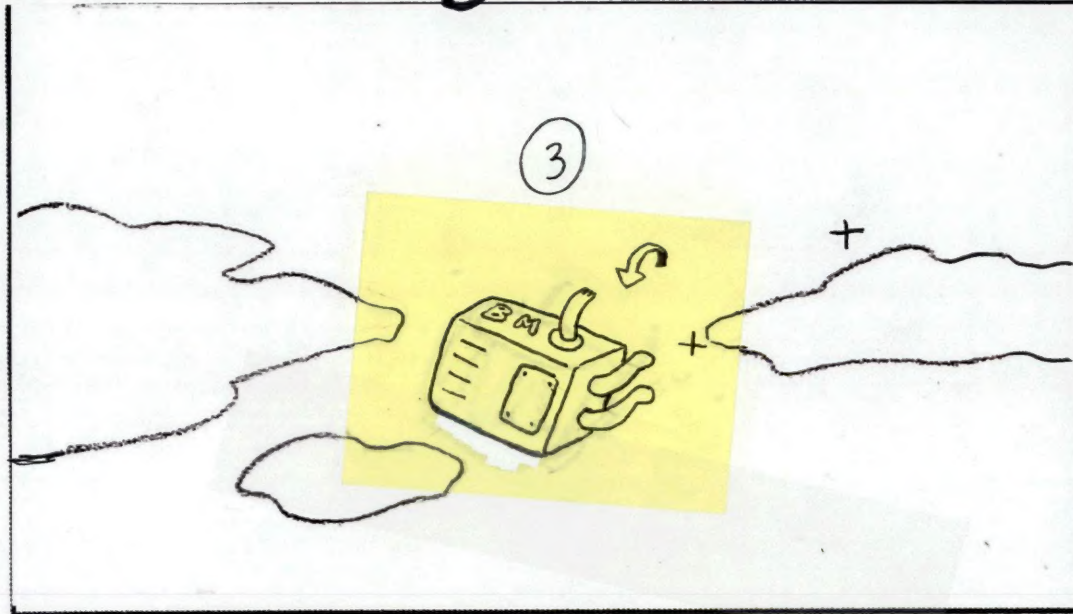
day night

Sc. **165**

Pnl. **A**

Bg.

day night



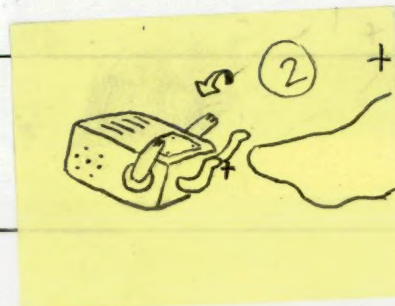
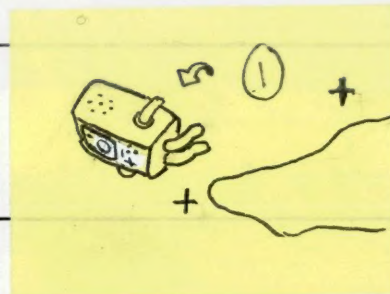
Dialog:

BMO : falling SFX

Action:

-BMO FALLS TOWARDS CAM.

Timing:



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Production:

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ADVENTURE TIME



Sc. 105

Pnl. **B**

Bg.

day night

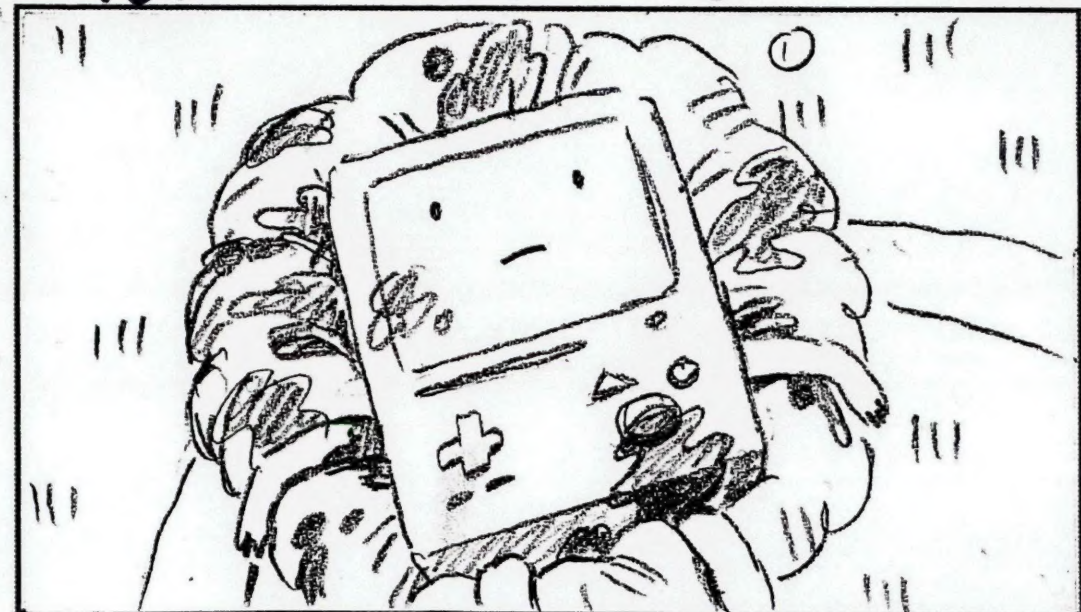


Sc. 166

Pnl. **A**

Bg.

Page **228**
day night



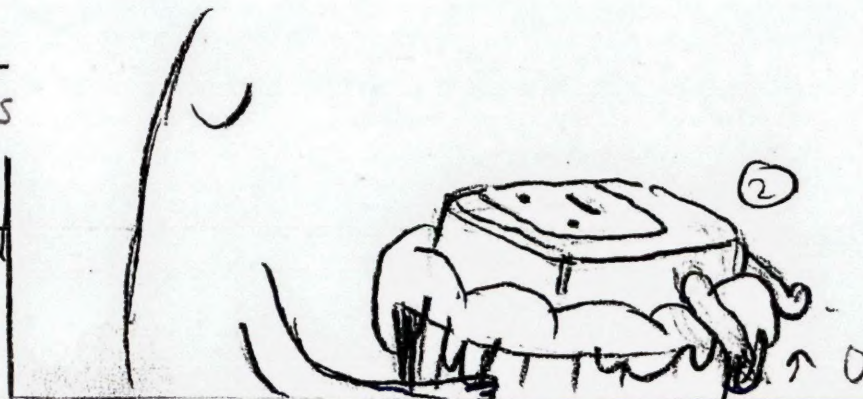
Dialog:

SFX: SPLAT

Action:

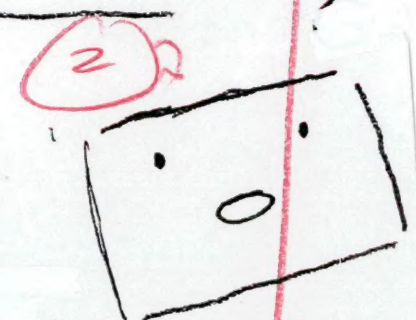
BMO FALLS ON/S
AND LANDS IN PIE

Timing:



BMO: I JUST HAD THE
MOST WONDERFUL
DREAM.

- BMO LIES IN PIE
FOR A BEAT



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EGP

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